Zaman's Guide to the End of Time

And how to fix it

Beta 2

ZAMAN'S GUIDE TO THE END OF TIME

Beta 2

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See page XX for a full list of playtesters!

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Funny Quote!

Zaman's Guide to the End of Time
Beta 2, 2026

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Content Warning. This book explores themes and subject matter that some players and GMs may find difficult. These themes include body horror, creature dissection, death, disability, insects, and more. For more details about these themes and how to incorporate them safely into your game, please refer to the Safety chapter on page 291.

Welcome to the Beta Test

This is a BETA-release document for *Zaman's Guide* to the End of Time. This is a playtest document, designed to collect your thoughts and experiences so we can ensure the final book is reflective of what you want to see. We've already playtested extensively among ourselves, but doubtless, as a community, we will find new ways to present information in a clearer way, tweak the balance of features that are too effective or a little lacking, and correct any grammar or spelling errors. As a BETA-test, this is not the final version of content that will be in *Zaman's Guide*.

What Is Useful Feedback?

As you explore *Zaman's Guide to the End of Time*, we are particularly interested in your personal playtest experience. To ensure we get the maximum value out of your playtesting, here's a few things to consider when you explore the BETA PDFs.

Use gameplay to inform your feedback

Maybe a feature seems a little overtuned, or a stat block seems underpowered on an initial read. But then, upon playing it, the limitations and virtues of these new ideas become clear. This is why it's extremely important to play the material you leave feedback on. When leaving feedback, provide the context in which you tested it and then your thoughts. An example might look like this:

> **My players and I ran a few one-shot adventures using the species in Zaman's. We found the cosmic dji, greatmite scorpid, camelkin, and fennekkin worked great, but we found the desiccated's Unravel trait gave frail casters too much leeway surviving fatal hits from the backlines.**

This feedback is excellent because it clearly explains what was tested and what the problem was. A less useful piece of feedback might look like this:

> **I was reading the greatmight scorpid and saw they're way too overpowered.**

Refer to Precise Locations

Give a page number and paragraph when pointing out grammar errors. Telling us "I noticed a spelling error in this PDF" is hard for us to correct. A great example of grammar feedback might look like this:

> **On page 5, in the third paragraph, you misspelt the word "failure" as "faliure" lol.**

Take your time to explore

Zaman's Guide is not designed to be a beginner book, and it introduces some fairly complex ideas and systems as it expands on the core rules of 5th edition. Please take the time to read and familiarise yourself with the new mechanics, and read adventures and stat blocks in full before running them. This will save a lot of confusion and prevent wasted playtesting time.

With that in mind, if you're ever not sure how something works, even if it is explained in the book, that's great feedback for us! It shows we need to devote more time to explaining exactly how something should work and communicate it to you more clearly. A good example of such feedback might look like this:

> **I read through the rules on Paradox Points a couple of times, and even ran a couple of the adventures, but I'm still confused about how they work.**

If you were confused after a read through or two, it tells us we need to find a way to communicate things more clearly.

heliana.lt/ZamanFeedback
Scan or Click to leave feedback!

Credits

Everyone who gives feedback for *Zaman's Guide* will be thanked in print in the final release. Your support and goodwill is inspiring, and it's an honour to work with you all at this stage to finalise the project.

Pre-Campaign Feedback

We've already received a lot of very helpful feedback from the playtest material we made available up to and during the Kickstarter campaign, and we want to give it the time and attention it deserves. For that reason, that feedback has not yet been implemented. If you see a mistake that you've already pointed out to us, don't worry! Your comments have not fallen on deaf ears, and we'll process and consider them when we go through the rest of the feedback for the first version of the Beta-test.

CHAPTER 1
INTRODUCTION

Introduction

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Using This Book

The book is designed to be used with the standard 5th edition rules found in the freely-available System Reference Document, without the need for any other supplements. *Zaman's Guide to the End of Time* provides subclasses, races, items, spells, and creatures all designed to fit seamlessly with its companion adventure book, *Cradle of the Chronowyrm*. Moreover, the Harvesting and Crafting experience becomes exponentially richer with *Heliana's Guide to Monster Hunting*. These two books are not required, but can help provide a more immersive experience.

GM's Eyes Only

The information in this book is for the GM's eyes only. If you're planning to play the adventures with someone else as your GM, stop reading now. The only part of this book that it might be okay for you to see (with your GM's permission, of course) is the familiars in the Familiars chapter, the magic items in Appendix A, and the spells in Appendix B.

Formatting & Language

This book uses the formatting established in *Heliana's Guide* to enhance your gaming experience. Bold, italics, and colour make key information identifiable at a glance.

Bold. The following game elements appear in bold: monster names ("a **Young Mummified Dragon**"), dice calculations ("**1d6 + 3** Fire damage"), roll modifiers ("**+7** Initiative bonus"), conditions that are being applied ("fall **Prone**"), measurements and areas ("a **30-foot Cone**"), and when **Dis/Advantage** is being applied.

Italics. Spell names ("*Timewalk*"), magic items ("*Sandblight Sceptres*"), foreign languages ("speak *mellon* and enter"), and book and boat names ("*Zaman's Guide to the End of Time*") are italicised.

Colour. Ability checks and saving throws use a coloured bold and small caps format. Saving throws are fully bolded ("**DC 15 Dexterity saving throw**"), while only the DC, ability, and skill or tool are bolded for checks ("**DC 15 Strength (Persuasion) check**").

Language. The content herein is written in British English. Prepare yourselves for the *Colourful Armour of Paralysing*, for referring to 'the party' as interchangeably 3rd-person singular ("the party has been killed") and plural ("the party are in trouble"), and archaic language like "wont", "whilst", and "amongst". Where items and creatures have established names, like *Armor of Invulnerability* or a **Gray Ooze**, those remain unchanged.

Features, Not Bugs

Creativity is to be encouraged, and this book does a few unusual things to support that endeavour. Firstly, this book breaks from the standard associations of skill and ability. For example, Intimidation is usually a Charisma check. However, if a character describes all the poisons they have at their disposal, as well as the associated excruciating effects, you might ask for an Intelligence (Intimidation) check or even a Charisma (Medicine) check. This is a great way of rewarding a player for leaning into their character's traits. Mechanically, an Intelligence (Intimidation) check requires the player to make an Intelligence check and, if their character has proficiency in Intimidation, add their Proficiency Bonus to the result.

Tool proficiencies are referenced just like skill proficiencies; a Dexterity (Thieves' Tools) check means that the character makes a Dexterity check and, if they have proficiency in Thieves' Tools, adds their Proficiency Bonus to the result. If something, perhaps a magic item, says that a creature gains "Advantage on Stealth checks", this means that creature gains Advantage on all ability checks that use the Stealth skill, regardless of which ability is used.

When checks use the word 'or', this indicates either proficiency and either ability can be used in any combination. For example, an Intelligence or Charisma (Intimidation or Medicine) check means you can use any one of the four check permutations: Intelligence (Intimidation), Intelligence (Medicine), Charisma (Intimidation), or Charisma (Medicine). If the check calls for either a skill or a tool proficiency, and you have proficiency in both, you add your Proficiency Bonus to the check and also have Advantage on the check.

2014 & 2024 Rules

Zaman's Guide to the End of Time is designed to work with **both** the 2024 and 2014 versions of 5e. Read on to find out what to expect and why we're doing it this way!

Improvements, Inertia, and Standards

Over the years, the Loot Tavern team has observed many ways to improve communication within 5th-edition products, from verbiage, to bolding, to other formatting fixes. For example, early on we chose to add bolding to DCs, die, modifiers, and conditions that were being applied—all of these are things GMs need to reference at a glance and bolding those terms made that easier.

Before making any changes, we weigh two opposing experiences: "how much fun or ease does this change add to the game" and "what is the inertia of the expectations people have". For example, adding bolding improves readability and affects the other uses of bolding minimally. However, abbreviating each damage type (for example, "slashing" might become "slsh") could leave more than a few people confused, even if we explain it somewhere; people are used to 'slashing' being spelled in full.

Many of the formatting changes introduced in the 2024 rules update are excellent and are changes we wanted to introduce in the past, but we felt there was too much inertia against them. Now those changes are in the 2024 ruleset, the inertia is with us, and we are happy to embrace some of the updates. Importantly, we evaluated each format from both the perspective of someone who uses the 2014 rules and from someone who uses the 2024 rules, making adjustments to ensure both rulesets work without friction.

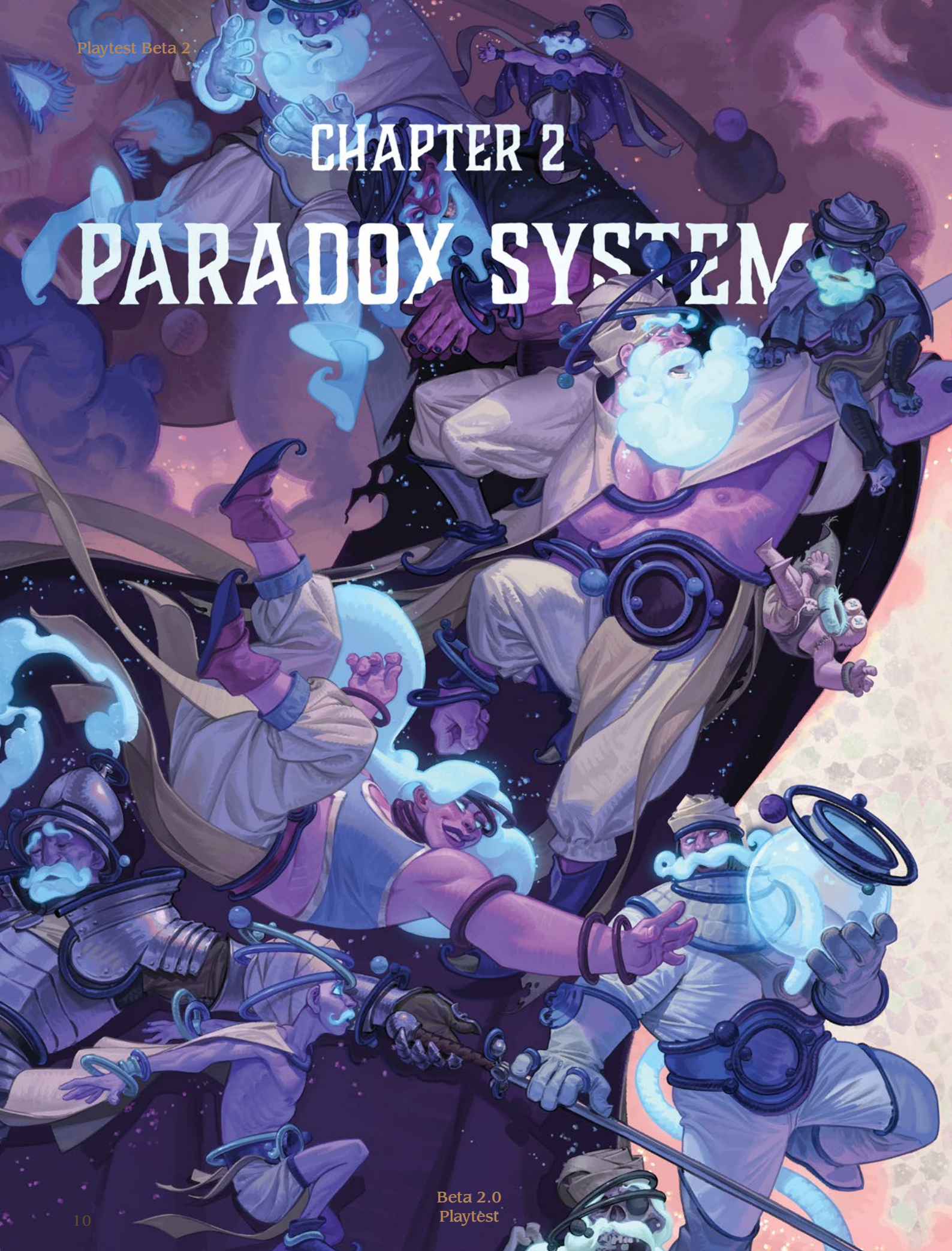
2014

2014 Sidebars

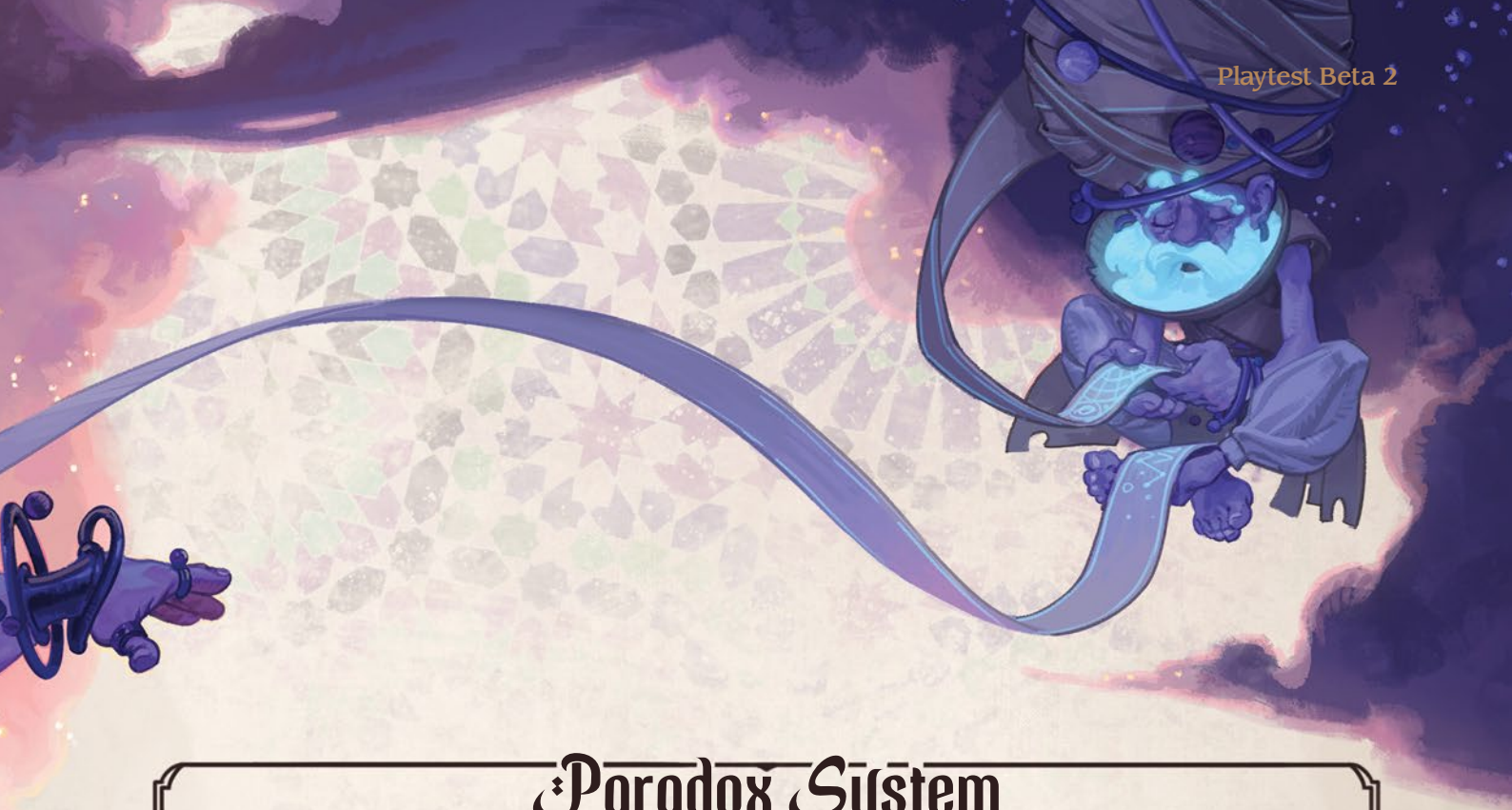
Where the rules differ significantly between the 2014 and 2024 rulesets (such as spells working differently or subclasses gaining features at different levels), guidelines are provided in sidebars to help you make the necessary adjustments for the 2014 rules. We've kept these concise and made allowances for when even 2014 rules varied (for example, later 2014 5th-edition books introduce the concept of choosing your Ability Score Increases instead of getting them from your base race).

New Terms

Terms standardised by the 2024 rules are included in the Glossary on page 273 for ease of reference.



CHAPTER 2
PARADOX SYSTEM



Paradox System

Time Travel and You

> *"Zohra is throwing a birthday party yesterday? Send a message informing her that I will have attended posthaste!"*
>
> *— Zaman, Dutiful Friend*

A trip to experience the wonders of a far-flung future lands the party in an apocalyptic dystopia instead. A mad dash back in time to prevent yourself from making a terrible mistake causes bruises to appear on your skin when you're forced to tackle past you. Rescuing a sapient golem in the past results in it becoming the key revolutionary figure in the Great Construct Rebellion that is now taking place in the present. Time travel is a common trope of fantastical storytelling, and its inclusion in a TTRPG such as Dungeons & Dragons not only feels natural, but has the potential of enriching the game enormously.

Zaman's Guide introduces the means to achieve this in the form of items, spells, and player options that allow the GM and the party alike to manipulate the fabric of reality to their heart's content. The Paradox System adds consequences to the mix, ensuring that chronomantic shenanigans aren't pulled off lightly, and that entertaining chaos always ensues.

Why Use Time Travel?

But why *should* you include time travel in your games? Dragon-kidnaps-princess, party-kills-dragon, princess-gets-rescued is a perfectly functional system without any wibbly-wobbly, timey-wimey craziness thrown in. True as that may be, there are several ways in which time travel can enhance a campaign:

Enhanced Problem-Solving. Time travel acts as another tool on the party's belt, encouraging them to think creatively in order to tackle the obstacles in their own unique way. It can help solve a mysterious disappearance by allowing the party to travel back in time and interrogate the victim, or bypass a trap by jumping to a future when it has broken down.

Increased Versatility. By expanding the range of what the players can do, time travel also allows the GM to throw more varied and challenging problems at them without risking a premature end to the campaign. Play around with hard time limits and life-or-death decisions more comfortably, knowing that if the party is unable to stop the evil lich in time before it completed its world-ending ritual, the game needn't come to an abrupt stop. They can have another go, albeit with more side effects.

Player Investment. Travelling through time encourages players to become more invested in the lore and worldbuilding of a campaign by bringing a sense of tangibility to details that might otherwise be ignored. A historic siege is suddenly much more relevant if the party is called to undertake the tide-turning sortie. An ancient hero's tale about the time they slew a minotaur becomes a moral quandary when they travel back and visit the creature's mourning spouse and children. And a beloved NPC can become part of the family when you meet them as a child, journeyman, and elder.

Fun! Put simply, manipulating time can be a great time! It makes players feel powerful and impactful, allows for unexpected moments and plot twists, and can add to the sense of scale and grandiosity of the stakes. Saving the kingdom? How about saving the entirety of reality across all time and space?!

Does It Break the Game?

Of course, chronomancy is not without its challenges. Any addition to the game *should* change the way it's played—there's no point to it otherwise—but what if it changes it for the worse? You may be asking yourself any of the following questions:

Will it require too much work from the GM?

After all, if the players that could already go anywhere can now also go anyWHEN, doesn't that force the GM to prepare an unreasonable amount of content, in case players want to skip ahead an era or two?

Fortunately, all player-oriented means of time travel in *Zaman's Guide* allow only for a limited range of travel (a maximum of 1 year, when casting the level 9 version of the *Timewalk* spell, without the considerable cost of the Grand Ritual rule), ensuring that the GM doesn't need an encyclopaedic knowledge of the history of the setting to make ends meet. In some cases, time travel might actually allow a GM to save on prep time by enabling them to recycle a portion of a location that the players decide to revisit.

Naturally, the GM still has the liberty to allow for time travel beyond this range, perhaps by introducing an ancient Artifact that lets a party travel centuries into the past, or a legendary chronomancer NPC that sends them into the far future. However, by leaving these exceptional circumstances to the GM's discretion, it ensures that the GM is ready to tackle them whenever they happen.

Does it just eliminate all stakes?

In theory, allowing the players to endlessly travel back in time to retry unsuccessful quests or battles could ensure that they can never truly fail, removing suspense and stakes from the story. *Zaman's Guide* solves this issue with the addition of the Paradox System.

The details of the system are described further ahead, but in essence, every time that the party meddles with causality, the flow of time becomes more and more unstable, resulting in increasingly severe consequences. This gradual build-up allows players to weigh the risks and rewards—they can keep the effects of their interference more manageable by using time travel only when strictly necessary, or they can make extensive use of it while creating entirely different (and sometimes bigger!) issues to solve.

Either way, time travel isn't an easy, universal solution to every problem. Though powerful, its costs increase exponentially, the myriad possible consequences of which are described later within this chapter.

Will it make the plot too convoluted?

Time travel stories can get complicated... sometimes *too* complicated. *Zaman's Guide* leaves it up to each table how closely the randomised effects of the Paradox System relate to the plot of the campaign.

A party that wants a more complex time-travelling tale may want to carefully and methodically determine why each specific action outside their own time resulted in its respective consequence (see GM Tip: Chronopuzzle, page 16). However, if all you're looking for is a fun, chaotic romp through time, it's easy to take each paradox as it comes, attributing it to general temporal instability.

Chronology 101

So, how does it work? Time travel has been represented in countless ways across multiple stories, with different mechanics and sets of rules. Broadly speaking, there are three main ways in which time travel can be represented:

Closed Loop. In this interpretation, time can't truly be changed. Travelling to the past to change something will only result in the events that have already happened. For example, if you're saved during a perilous battle by a mysterious figure then travel back to the past to help, you'll find that you were the mysterious figure all along. Nothing really changed—it was all just one big bootstrap paradox.

Malleable Time. In this interpretation, the past and future are mutable. Changing past events will result in a different present, often with unintended and

unforeseeable consequences. For example, you might misplace some valuable information about future lottery results during a trip to the past, only to return to the present and find that your long-time rival found that information and used it to become a millionaire.

Multiple Timelines. This interpretation differs from the previous two in that changing things in the past doesn't really alter your world, but rather transports you to a different timeline or creates a split timeline where those changes happened. Somewhere, somewhen, your original world persists, unchanged... but you're no longer in it.

Generally, it's recommended to choose one of these models and stick to it, for the sake of consistency. In order for players to make decisions regarding time travel during the game, they must have a basic understanding of how it works in the setting and what sort of benefits and detriments they can reasonably expect from it. However, one doesn't necessarily preclude the others. The ability to travel to the past to change the present in the Malleable Time model doesn't mean there can't also be some closed loops or multiple timelines. Ultimately, the system should exist in the service of the story *you* want to tell.

As a rule of thumb, the Paradox System relies mostly on the Malleable Time model, although it uses some aspects of Multiple Timelines. If you want to change this for your campaign, it's very easy to reflavour its effects—instead of changing your present, your changes simply birth a new timeline.

Zaman's Guide recommends you avoid relying too strongly on the Closed Loop model. Although it can lead to some clever storytelling and provide exciting twists, it's both difficult for a GM to handle, as it requires a lot of careful and rigid planning, and runs counter to the collaborative storytelling spirit of a TTRPG. After all, if everything is predetermined and the players don't have the opportunity to enact meaningful change, it's not much of a game.

The Paradox System

The Paradox System is a way to make time travel feel consequential and dangerous—after all, messing with the integrity of the timeline should cause unforeseeable ripples through reality! It accomplishes this by measuring the extent of the alterations that a party has caused with the use of **Paradox Points**, and using those points to build a **Paradox Deck**—a deck of cards from which players draw to determine the repercussions of their meddling.

By doing this, risk and stakes are introduced to the act of changing history, and new opportunities for roleplay and storytelling are created. Is it really worth going back to alter the result of a tournament if it means Boblin the goblin could become king in the present? Are you ready to take on a wave of Paradox Points to prevent a fellow party member from being slain by the BBEG, knowing that those points could lead to the villain's triumph in the present? When considering a chronomantic solution to a problem, the party must carefully weigh the benefits against the risks... especially if they already left time unstable from some previous tampering.

In broad strokes, the Paradox System works in a very simple manner, following these steps:

1. The party gains Paradox Points by (i) interfering with the past or future, (ii) using powerful chronomantic abilities, or (iii) suffering effects that would grant them points (such as the attacks of spatiotemporal anomalies).
2. When the party gains Paradox Points, they add new cards to the Paradox Deck. The severity of the effects of these cards depends on the number of Paradox Points the party has.
3. The party draws from the Paradox Deck in specific situations, suffering the consequences described on the cards.

Cause and Effect. The effects created via the Paradox System are randomised, and can sometimes bear little relation to the actions taken by the party to incur them in the first place. Playing with this system doesn't preclude the obvious consequences of specific alterations to time—for example, if the party travels to the past and kills a mad scientist in his youth, they can cause his friendly and helpful offspring to no longer exist when they return to the present. This sort of direct outcome of the party's actions should happen in addition to any unforeseen consequences generated by the Paradox System. As is always the case, the GM has complete freedom to determine the consequences of the party's actions.

GM Tip: Chronopuzzle

If you want to bring some logic and reason to the chaos of the Paradox System's effects, the GM and the players can work together to figure out how the specific actions that caused the party to gain Paradox Points result in the randomly determined consequence that follows. This creative exercise brings a further sense of collaborative storytelling to the table, and allows everyone to participate in the decision of how the party's actions changed the world.

Some cases may be relatively straightforward—for example, the party may gain Paradox Points by preventing the demise of a powerful artificer, then return to the present and discover that they now have webbed fingers or sharp claws. This can easily be attributed to biomantic experimentation done by the now-alive artificer.

Some others may need a more roundabout explanation—for example, the party may travel to the past to stop a dangerous cult that ran a city from the shadows, and return to the present to find themselves having gained a collection of new scars. Perhaps, in this situation, the loss of the cult created a power vacuum in the city which led to violent riots in which the party participated, acquiring their scars.

Some still may need some very creative bending of history to make sense—for example, one of the party members might accidentally kill their own ancestors while in the past, then return to the present and notice their hair and eye colour has completely changed. In this situation, this strange event could potentially be explained by saying that in order to accommodate that creature's continued existence, history had to retroactively twist itself to give them new ancestors from which they inherited different physical traits.

Paradox Points

Paradox Points are a measure of how extensively time has been tampered with, and its resulting instability. The more Paradox Points a party accumulates, the more impactful the consequences—a party with only 5 Paradox Points likely doesn't have much to fear other than a mild case of chrono-hiccoughs... while a party that's already gained 50 can trigger the complete collapse of a kingdom by stepping on the wrong butterfly.

Party Time! When a group of creatures sails the tides of time together, they are marked and connected in unseen ways. For that reason, Paradox Points are shared by the entire party, and the consequences of meddling apply equally to all. If a new character joins the party in the middle of a campaign and participates in an action that causes them to gain Paradox Points, they are now subject to the same effects as the rest, even if that means going from no points to however many the party already had.

Gaining Paradox Points

A party can gain Paradox Points in a variety of ways. Most of the time, they are acquired when actions taken during travel to the past impact the future. However, some creatures, items, and encounters can also cause a party to gain points.

The hunts in the *Cradle of the Chronowyrm* adventure book contain several situations where a party is expected to gain Paradox Points. In all of those, the number of points gained and the exact actions that must be taken to gain them are described for the GM. However, it's impossible to account for everything a party might do in such a situation—a murderhobo killing the past version of an NPC that helped them in the present is something no adventure can predict.

For that reason, it's ultimately up to the GM to decide when, how, and how many Paradox Points a party gains. To aid in this task, the table below describes some of the most common situations you may encounter and assigns a number of Paradox Points to each.

The examples in the table are merely guidelines—don't hesitate to adjust them in order to better fit the needs of your campaign. For example, even though saving the life of a significant creature is rated at 2 Paradox Points in the table, you may decide that creature isn't very important to the plot as a whole, yet still noteworthy enough for the change to be somewhat impactful, and give the party 1 Paradox Point instead.

Temporal Meddling Table

Paradox Points Gained	Temporal Meddling
1	◆ Interacting with a past or future version of yourself. ◆ Acting upon significant information gathered from outside of your own time, or giving significant information to a creature that wouldn't otherwise have access to it in its time and is likely to act upon it. ◆ Extracting a significant object from the past or future.
2	◆ Killing or saving the life of a significant creature. ◆ Creating a bootstrap paradox (e.g. going back in time and teaching a song from the present to its own creator—who originally wrote that song?)
3	◆ Influencing events in the past that are likely to result in sweeping present changes to an area or number of creatures the size of a city. ◆ Retrieving a magic item from the past or future so that you now possess multiple copies of the same item, and again each day at dawn for each magic item you possess that's the temporal copy of another already in your possession.
4	◆ Killing one of your ancestors before they can produce the lineage that eventually results in you. ◆ Influencing events in the past that are likely to result in sweeping present changes to an area or number of creatures the size of an entire kingdom.
5	◆ Killing a past version of yourself. ◆ Influencing events in the past that are likely to result in sweeping present changes to the entire world.

GM Tip: Significance

Though every soul is important, not all have the same impact on the course of history. If the party gained Paradox Points for every minion they have to go through in order to effect change, even the simplest retroactive confrontation would become a world-ending, reality-shattering event. For that reason, it's wise to limit the gaining of Paradox Points to interactions involving creatures, objects, or information that are significant to the world, plot, or player characters.

For example, the killing of some goblin highwaymen shouldn't incur any Paradox Points, even if that band of highwaymen was responsible for the murder of a friend of the party's—it's likely that more would be recruited to replace those slain, resulting in the same outcome. The killing of the leader of the goblin highwaymen, however, might result in the group being disbanded. Such an impactful event would be a good candidate for the gaining of Paradox Points.

The same principle applies to items and information. The party sharing their names in the past? Innocuous. The party sharing details of an insidious coup to assassinate the mayor? Significant. Stealing a mundane weapon as a memento of a trip to an ancient kingdom? Innocuous. Stealing a powerful magic item that would otherwise be used to raise an army of Undead? Significant.

You don't always need to determine the exact consequences of an action to know whether or not it's significant—simply exercise your best judgement. As always, the underlying question governing enjoyment at any table is "is it fun?"; introducing a little chaos when the party makes a poignant decision or silly mistake can be fun, but punishing the party for interacting with the world around them can feel stifling.

Here We Go Again. In order to prevent a party from endlessly retrying a quest until they succeed, it's important that there are consequences to repeatedly returning to the same point in time. After all, they've already created a wound in the fabric of reality... now they're rubbing chronosalt on it. Aside from the added risk of accruing Paradox Points for running into other versions of themselves, extra Paradox Points should be given for actions taken to change a point in time that the party has already changed before.

As a rule of thumb, add **1 Paradox Point** to the values on the Temporal Meddling table for each prior time that the party visited that moment in time. For example, if it's the third time that your party attempts to kill a powerful bandit lord in the past, they should gain **4 Paradox Points** on a success—two for killing a significant creature, as indicated by the table, and another two for the previous two times they tried.

Know When to Hold Them. It's important to avoid giving an excessive amount of Paradox Points to the party, as doing so risks discouraging them from travelling in time and changing events—the entire point of the system to begin with! Try to reserve Paradox Points for significant occasions (see GM Tip: Significance), especially ones that a party can reasonably foresee being a potential source of these points. They may not think twice about offering a drink of water to a parched man they randomly run into in the desert, but receiving a quest to rescue said man beforehand and learning that he's a powerful wizard will likely lead them to considering their options more thoroughly.

Similarly, avoid allowing an individual creature to gain a lot of Paradox Points easily without the involvement of the rest of the party. If the consequences affect the whole group, the majority of points should be earned as a group as well, resulting from decisions and actions taken as a whole.

Paradox Tiers

Depending on how many Paradox Points the party has, they're considered to be in one of four tiers, in increasing order of severity, as indicated by the table below.

Paradox Tier Table

Paradox Points	Tier
1-13	Tier 1 - Low Risk
14-26	Tier 2 - Medium Risk
27-39	Tier 3 - High Risk
40-52	Tier 4 - Disastrous Risk

These tiers determine the type of card the party adds to the Paradox Deck each time they gain Paradox Points (see Building the Paradox Deck, page 20). A party can't have more than 52 Paradox Points.

Losing Paradox Points

Fortunately, wounds can heal—even abstract, metaphysical wounds in the fabric of reality. And just as well! No one wants to travel back in time on an epic quest to stop a tyrannical wizard-king from rising to power, only to realise that their pub crawl to the restaurant at the end of the universe left them with so many Paradox Points that the slightest tweak to the timeline will now cause it to implode.

There are three main ways in which Paradox Points can be lost:

- The party loses 1 Paradox Point after a Time Break (see Time Breaks, page 21). Once a Paradox Point is lost in this way, no further points can be lost in this way for **10 days** (see GM Tip: Chronomancy and Cooldowns, page 19), although Time Breaks can still occur.
- The party loses Paradox Points each time they defeat a Paradox Creature (see Paradox Creatures, page 22) while in their own time. The number of points lost equals the creature's Proficiency Bonus.
- The party can perform a **1-hour** ritual to mend time, which requires the participation of all party members. In order to perform this ritual, the party must provide offerings in the form of gems or art objects worth a number of GP equal to or higher than **1,000 x the party's Paradox Tier**, which are consumed by the ritual. In addition, each participating creature ages **1%** of its natural lifespan. At the end of the ritual, each creature makes an ability check using an ability and a skill or tool of its choice, as long as the GM deems it appropriate. For example, a creature may perform an Intelligence (History) check to recall the proper flow of events, or a Dexterity (Weaver's Tools) check to literally sew a stitch in time. The **DC** for these checks is 15 + 1 for each time that the ritual has been attempted. If half or more of the party succeeds on their checks, the party loses **1d4 Paradox Points** and the **DC** resets to **15**.

Other ways of losing points, such as specific items or abilities, may exist, as well as ways to prevent the gaining of points, like the Timekeeper Paladin's Paradox Purge class feature.

Thresholds. Sometimes, the spacetime continuum becomes so warped as it tries to cope with time travellers' meddling that the knots formed are nigh impossible to untie. Once a party acquires enough Paradox Points to put them in a higher Paradox Tier, it is extremely difficult to drop to a lower tier. A party can't lose Paradox Points if it would cause them to drop into a lower tier. For example, a party with 15 paradox points can lose a maximum of 1 paradox point, as this is the minimum number of points for Tier 2 (14-27).

Dropping Paradox Tiers. Dropping to a lower Paradox Tier requires a great deal of time and effort; it's like untying a really complex and tightly wound knot. The GM determines a goal that the party must achieve in order to do this, which should be on par with a one- or two-shot adventure. This could be tracking and defeating an especially powerful Paradox Creature in its lair, retrieving a long-lost Artifact brimming with ancient magic, or studying with a legendary sage that has transcended time and space. If the party is still at the minimum Paradox Points for their tier once this goal is complete, they lose 1 Paradox Point and drop one Paradox Tier.

GM Tip: Chronomancy and Cooldowns

Time travel should *not* be a means for players to easily bypass recharge times on items and other effects. Many abilities recharge on rests instead of fixed amounts of time, but there are exceptions to this rule:

Items

Many magic items recharge at dawn, dusk, or another specific time of day. Some, such as the *Figurines of Wondrous Power*, may even have properties which, once used, can only be used again in a set number of days. In these cases, players may feel tempted to travel to a point in the future where the item has regained the uses of its properties and bring it back to use it again. Worse still, now they have multiple versions of the same item! The Paradox System heavily discourages this behaviour by attributing a hefty number of Paradox Points to it (see the Temporal Meddling table, page 17).

Players

Some abilities gained through a player's species, class, or feats, as well as aspects of the Paradox System, can also require a certain amount of time to pass before they can be used again. In a situation where an ability or effect is specifically linked to one or more of the player characters, the time until that ability can be used or that effect can trigger again should be counted from the frame of reference of the party, not the world. For example, when a party loses Paradox Points through a Time Break, 10 days should pass from the point of view of the party before they can lose Paradox Points in that way again. The party wouldn't be able to simply travel 10 days into the future to bypass this restriction.

The Paradox Deck

Now that we have a way to ascertain just how much a party can damage the natural flow of time, we need to sprinkle in some deliciously chaotic consequences. Enter the Paradox Deck. The Paradox Deck is a set of cards that gets built over the course of a party's adventures, and from which the party draws when the time comes to pay the piper for their meddling. The deck's effects scale with Paradox Points, from inconvenient or even mildly beneficial at low amounts, to world-changing and potentially disastrous at high quantities.

Building the Paradox Deck

In order to create a Paradox Deck, you need a deck of cards. You can use Zaman's Paradox Deck (available at heliana.lt/ParadoxDeck), each with its respective effects already printed on it, or use a normal deck of 52 playing cards and refer to the effects listed on the tables on pages 26-34. That deck of cards then needs to be divided into the various tiers of risk—on the custom paradox cards, this is indicated by the colour-coding on the hourglasses on the front; if using a regular deck of cards, the same can be achieved by separating them by suit. The tiers and their respective colours and suits are described in the table below.

Paradox Tier Table

Paradox Points	Tier	Colour	Suit
1-13	1 - Low Risk	Green	Clubs
14-26	2 - Medium Risk	Yellow	Diamonds
27-39	3 - High Risk	Orange	Hearts
40-52	4 - Disastrous Risk	Red	Spades

Whenever a party gains one or more Paradox Points, they take the same number of cards from the tier in which they find themselves after gaining those points and shuffle those cards into the Paradox Deck without looking. For example, if a party has 25 Paradox Points and gains 2 Paradox Points, this puts them in Tier 3 (27-39). They then take two Tier 3 cards (Orange/Hearts) face down and shuffle them into the Paradox Deck. If the party is already at the maximum number of Paradox Points and they gain more, they still add cards to the deck accordingly, but remain at 52 Paradox Points.

If there are no more cards left to draw from the corresponding tier, the party instead draws cards from the next lowest tier. In the unlikely event that all tiers that the party could draw cards from are empty, each party member instead rolls a number of d6s equal to their Proficiency Bonus and takes Psychic damage equal to the result for each Paradox Point for which they could not add a card to the deck.

The Paradox Deck is a persistent companion throughout your campaign; it is constantly in flux, with old cards being removed and new cards being added! Make sure to keep it intact when your session ends, so that you can pick up from where you left off.

Dropping Paradox Tiers. When a party drops to a lower Paradox Tier, the GM removes all cards from the Paradox Deck that are of a tier higher than the party's new one, then shuffles the deck.

Optional Rule: Catastrophe

Catastrophe cards are two special cards distinct from the cards in Paradox Tiers 1 through 4. If you're using a regular deck of cards, you can use Jokers to represent them. When a party gains one or more Paradox Points that would put them above 52 points, you can shuffle one of the two Catastrophe cards into the Paradox Deck instead of following the normal rules for adding cards.

Catastrophe Effects

Catastrophe cards don't have specific effects associated with them. If a Catastrophe card is drawn for its Creature Warp effect, reshuffle it into the deck and draw a different card instead. However, if a Catastrophe card is drawn for its Temporal Mishap effect, it triggers an apocalyptic event caused by excessive temporal instability, and is then removed from the deck. The GM decides what this effect is: it could be a world-consuming sandstorm as seen in the Cradle of the Chronowyrm adventure book, an invasion by eldritch horrors from the Anomalies, the awakening of an ancient god of destruction, or any other appropriate cataclysm.

Be Prepared!

Naturally, these effects can significantly alter the course of a campaign, putting other plotlines and events in the backseat while the players deal with the surprise armageddon. Use this optional rule only if you're prepared to handle such a drastic shift, and start thinking about what disaster you'll unleash on your players when the first Catastrophe card is added to the deck! In addition, avoid using multiple Catastrophes at the same time—if you draw a Catastrophe card while a different Catastrophe is already ongoing, shuffle that card into the Paradox Deck and draw again.

At the GM's discretion, surviving, beating, or otherwise overcoming a Catastrophe can result in time healing itself, causing the party to lose 13 Paradox Points and drop a Paradox Tier!

Drawing from the Paradox Deck

With your Paradox Deck in place and stuffed full of cards from several misadventures, it's time to draw and find out just what sort of convoluted ripples the party's actions have borne. Each card that can be drawn from the deck has two different types of effect—Temporal Mishap and Creature Warp. Only one ever applies each time, depending on the circumstances that led to the card being drawn.

Temporal Mishap

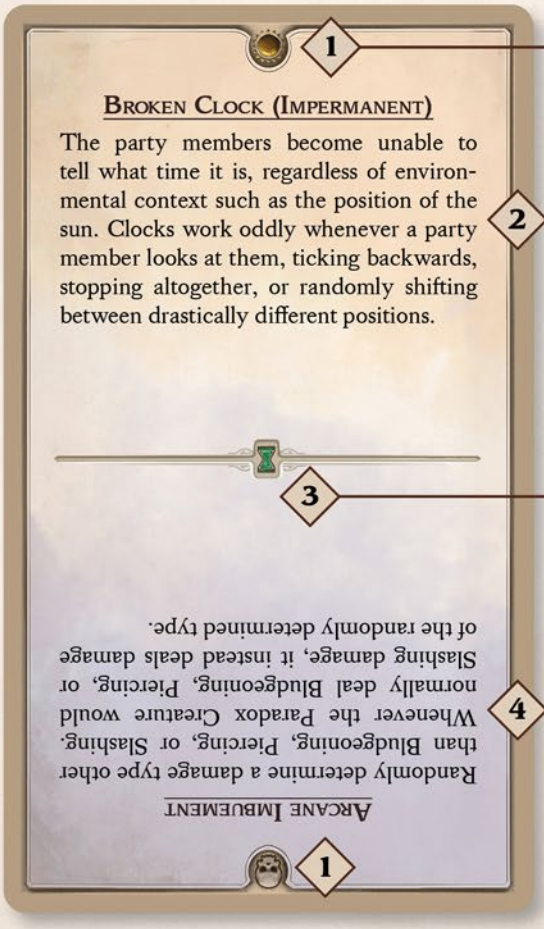
If a party gaining Paradox Points represents them leaving tangled knots in the fabric of spacetime, Temporal Mishap effects are the multiverse attempting to disentangle those knots by changing the world to better accommodate the party's actions. These effects reflect the direct consequences of the party's meddling with the timeline, either as boons and banes gained from reality's fraying, or direct changes to the history of the party and the world they inhabit.

When to Draw. One card is drawn from the Paradox Deck for its Temporal Mishap effect in the following situations:

- The party returns to the present after any amount of time spent in the past or future during which they gained at least 1 Paradox Point.
- A Time Break occurs (see Time Break below).

Unless otherwise specified, a Temporal Mishap effect applies to all player characters in the party, although the exact effects can vary between party members. For example, a card that causes all party members to lose a treasured memory can cause the Wizard to forget the first book they ever read, and the Fighter to lose all recollection of their mother's hugs. After a card is drawn from the Paradox Deck for its Temporal Mishap effect, it's removed from the deck and put away with the other cards of its tier that aren't in the deck.

Time Break. For every chrono-action, there's an equal and opposite chrono-reaction... though when this occurs is unpredictable. A party with **5 or more** Paradox Points rolls a **d20** each day at dawn. If the result is equal to or lower than their Paradox Tier, a Time Break occurs—the timeline spontaneously warps itself in an effort to become more consistent with the changes the party has made to it. When this happens, the party draws a card from the Paradox Deck for its Temporal Mishap effect. After a Time Break occurs, the party loses 1 **Paradox Point** if another Time Break hasn't occurred within the last **10 days** (see Losing Paradox Points, page 19).



Anatomy of a Paradox Card

1. **Effect Icons.** These icons indicate which side of the card contains the Temporal Mishap effect (marked by a sun) and which side contains the Creature Warp effect (marked by a skull).
2. **Temporal Mishap Effect.** This is the effect that happens when you draw a card for its Temporal Mishap effect.
3. **Paradox Tier Indicator.** The number and colour of the hourglasses both indicate the Paradox Tier to which this card belongs.
4. **Creature Warp Effect.** This is the effect that happens when you draw a card for its Creature Warp effect.

GM Tip: Revealing Paradoxes

How should the Temporal Mishap effects of the paradox cards be treated once the party draws one? Should they be immediately revealed to the entire table or kept a secret from the players? There are numerous possible approaches, each with its own advantages and disadvantages:

Tip Your Hand

One possibility is to have the person drawing the card read it aloud, revealing its effect to the entire table. This is the obvious approach when a change is immediately evident, such as the Ranger's hair changing colour or the Barbarian gaining interdigital membranes, but you might want to do it even when this isn't the case. This approach allows the players to know the effects of their temporal meddling, plan for when they come up, and engage in collaborative storytelling, but it might lead to some metagaming if players act on information their characters shouldn't yet have.

Willing Accomplice

Another possibility is for the GM to read the card to themselves and reveal its effects in secret to any players whose characters are directly affected, so that they can work out the ramifications of the changes on their own and prepare for when they come up. This is a good option for situations when a physical change isn't obvious, such as a new scar concealed by clothing, or when a character's personal backstory is altered. It still involves the players in collaborative storytelling, while putting in their hands the decision of when and how to address the paradoxes.

Conversely, if the change is immediately visible to everyone except the affected character (for example a hair colour change or new set of tattoos), the GM might choose to reveal the effect to the characters able to observe it.

Keeper of Secrets

The most secretive option is for the GM to read the card to themselves, reveal information only if it's immediately evident, and keep the rest secret to spring on the party later, when it becomes relevant. This has the advantage of building suspense, creating unexpected twists, and avoiding metagaming, but it puts the burden solely on the shoulders of the GM, and could risk making players feel blindsided.

Ultimately, there's no right or wrong answer—some players might like to have all of the cards on the table and work together to figure out exactly what each paradox does, while others might want the GM to decide and surprise them. Experiment with different methods and pick what's best for your table! You can choose one of them to use for every occasion, or read each card first and then decide on a case-by-case basis.

Impermanent Effects. Some of the effects gained from the Paradox System are more ephemeral in nature, as represented by the 'Impermanent' keyword. There can only be one Impermanent effect active at once; these effects persist until another card with an Impermanent effect is drawn. When that happens, the new effect replaces the old, regardless of their tiers.

When a party drops to a lower Paradox Tier, they lose any Impermanent effect that belongs to a tier higher than their new one.

Optional Rule: All in Due Time

Isn't it odd if all Time Breaks occur at dawn? If you want to introduce a little unpredictability to your paradoxes, you can use this optional rule. When the party triggers a Time Break, roll 2d12. The effect of the Time Break occurs in a number of hours equal to the result, instead of immediately. If you wish, you can draw the card right away and place it face-down in front of you: a reminder that it will come into effect soon.

Paradox Creature

A Paradox Creature is a being that has been imbued with such quantities of chronomantic energy that time and space behave erratically in its presence. These creatures produce powerful effects, determined by drawing from the Paradox Deck on Initiative count 20 of each round of combat, making them more challenging to fight and keeping the party on its toes.

Any existing creature can be transformed into a Paradox Creature. To do so, simply add the following trait to its stat block:

> ***Paradox Creature.*** On Initiative count 20 of each round, losing Initiative ties but before Lair Actions, draw one card from the Paradox Deck for its Creature Warp effect. The effect takes place immediately. Unless stated otherwise, these effects, including summoned creatures and spell effects, last until Initiative count 20 of the following round, ending when a new Creature Warp effect begins for the creature.

Cards drawn for their Creature Warp effect aren't removed from the Paradox Deck. Instead, they are placed at the bottom of the deck, which is shuffled after the fight against the Paradox Creature ends.

Adding Paradox Creatures. While the party exists in its own time, the GM can decide which creatures to turn into Paradox Creatures. Creatures that accumulate enough chronomantic energy to become Paradox Creatures tend to be those that had their history retroactively affected by the party's temporal meddling, or those that travelled outside of their normal timeline and significantly changed the course of history.

However, if the party is outside of their normal time and has gained Paradox Points in the last **24 hours**, roll a **d6** each time that the party starts combat against a creature with Legendary Actions or or the Legendary Resistance trait. If there are multiple creatures that meet those prerequisites in the same encounter, choose one for which to roll. If the result is equal to or lower than the party's current Paradox Tier, that creature is a Paradox Creature. In addition to the ones created in this way, the GM can still choose to transform additional creatures into Paradox Creatures while the party is outside of its own time.

Optional Rule: Multiple Paradox Creatures

It's highly recommended that a maximum of one Paradox Creature is included in each combat encounter. If you want to have several Paradox Creatures fighting the party at once, however, you can streamline the process by drawing only one card for its Creature Warp effect on each Initiative count 20 and applying its effect to all Paradox Creatures.

Paradox Tables

This section details the effects for each paradox card, with a separate table for each Paradox Tier. If you're using a deck of playing cards as your Paradox Deck, you can consult the tables after drawing a card. If you're using Zaman's Paradox Deck, each card already has its effects written on it.

The effects in the Paradox Tables range from direct alterations to history—such as certain NPCs being dead or alive when they otherwise weren't, or items suddenly disappearing because the party never picked them up—to odd effects caused by temporal instability—such as time spontaneously accelerating or slowing around the party, or the economy existing in a bizarre state of uncertainty.

Variable Statistics. Paradox cards use a shorthand to refer to statistics that vary based on the APL (Average Party Level). **VDC** refers to a variable DC and **Vdam** to a variable amount of damage. These variable statistics can be modified in text; for example, for an APL of 12, **VDC + 10** means 16 + 10 = DC 26.

Variable Statistics

APL	VDC	Vdam
1-2	11	2 (**1d4**)
3-4	12	3 (**1d6**)
5-6	13	5 (**2d4**)
7-8	14	7 (**2d6**)
9-11	15	10 (**3d6**)
12-14	16	14 (**4d6**)
15-17	17	21 (**6d6**)
18-20	18	28 (**8d6**)

Collaborative, Not Adversarial. Several of the effects on the Paradox Tables instruct the GM to choose something—that could be a select number of party members to be affected or specific details about the changes that occur. When this happens, the GM can choose the effects on their own, work with the players to do so, or randomly determine them. Discuss with your party how they would like to resolve situations like this—some players want to be involved in the process, while others might prefer letting the GM surprise them. The same standard doesn't need to be applied to all cards—it can change on a case-by-case basis.

Optional Rule: My Time, My Rules

The tables below can be easily changed or even expanded! Feel free to come up with different effects for some or all of the cards and edit the Paradox Tables to your liking. You can even create larger tables for each tier, although you might need to resort to a different deck of cards to accommodate the larger number needed. Zaman's Paradox Deck comes with a few blank cards for each tier, so that you can write in your own effects, but you can also use your own blank cards, or even borrow some from your favourite TCG—just try to ensure all card backs are the same, in order to prevent players from knowing what's coming next!

GM Tip: Player Agency and Establishing Limits

Some of the effects of the Paradox Tables can change a player character's appearance, backstory, or character options (such as by changing their species). Before using the Paradox System, it's recommended to have a conversation with your players about the type of changes they can expect and establish any limits that may be necessary. The purpose of the Paradox System is not to punish the players, but to enhance the storytelling and fun at the table.

While it's important for players to remain open-minded to change and accept the consequences of their actions, it's possible that some of them may be reluctant to suffer drastic changes to certain aspects of their characters. For example, one player could be very eager to see the intricate backstory they developed for their character come up during the course of the campaign, while another may have spent hours finely tuning their build for a Scorpid character. Changing those aspects could risk defeating the purpose of the character and spoil the thing that made its player excited to play them.

As the GM, you have the power to ignore and redraw a card, change the effect to better suit the player, or make it temporary. Remember that fun is paramount—the most important thing in any TTRPG is that the GM and players are having a good time at the table.

Tier 1 Cards (Green, Clubs)

Card	Temporal Mishap	Creature Warp
Ace	Mischievious' Morph	Falling Through Time
2	Topsy-Turvy (Impermanent)	Beyond Comprehension
3	Chrono-Hiccoughs (Impermanent)	I Have Been in This Place Before
4	Temporal Rubberband-ing (Impermanent)	Fast Forward
5	Stranger in the Mirror	Erratic Displacement
6	Broken Clock (Impermanent)	Regenerative Reversal
7	Unpersistence of Memory	False Start
8	Forgotten Festival	Arcane Imbuement
9	Speedy Recovery (Impermanent)	Final Destination
10	Expiration Date	Gravity Well
Jack	Alchemical Procrasti-nation (Impermanent)	Now You're Fighting with Portals
Queen	So Last Season	Blinkback
King	Lost and Found	Stolen Time

Tier 2 Cards (Yellow, Diamonds)

Card	Temporal Mishap	Creature Warp
Ace	Future Imperfect (Impermanent)	Singularity
2	Quantum Past	Auto-Assist
3	Upbringing Upheaval	Memory-Eater
4	Enjoy It While You Can (Impermanent)	Hindsight
5	Opposite Day	Unbound
6	Schrödinger's Economy (Impermanent)	Instant Transmission
7	Misnomer	Damage Lag
8	Etymological Warp	Nick of Time
9	Awe and Terror	Possibility Manipulation
10	Secret Identity	Alternate Selves
Jack	Timeless Companion	Self-Fulfilling Prophecies
Queen	Timeless Whispers (Impermanent)	Clockstopper
King	Out of Sync	Arcane Rewind

Tier 3 Cards (Orange, Hearts)

Card	Temporal Mishap	Creature Warp
Ace	New Blood	Slow Motion
2	Borrowed Time	Anomalous Interference
3	Family Reunion	Unnatural Reflexes
4	Wanted: Retroactively Dead	Godspeed
5	Contractual Obligations	Accelerated Carcinisation
6	Back From the Grave	Emergency Exit
7	Historical Revisionism	Change of Scenery
8	Change of Heart	Legendary-er
9	Freaky Thursday	Taking Initiative
10	Do I Know You?	Primal Regression
Jack	Unlucky Break	Chronomantic Gardening
Queen	Divergent Evolution (Impermanent)	Mindblown
King	Causal Link (Impermanent)	Better Late Than Never

Tier 4 Cards (Red, Spades)

Card	Temporal Mishap	Creature Warp
Ace	Metaphysical Erasure (Impermanent)	Rejuvenating Strikes
2	Groundhog Day	Back to Basics
3	Born Anew	Maximum Paradox
4	Chronogeopolitics	Perfect Timing
5	Seasonal Mayhem (Impermanent)	Chrono-Clone
6	Life Speedrun (Impermanent)	Time Lord
7	Evil Twins	Double Time
8	Sudden Deathbed	Aging Strikes
9	Chronocops	Precognition
10	Mass Un-Extinction Event	Shattered Self
Jack	In With the Old	Rise of the Machines
Queen	Return of the BBEG	Temporal Cascade
King	Climate Change	Null Time

Tier 1 Temporal Mishaps

The following effects are listed in alphabetical order. Each one is accompanied by its card value in brackets.

A. Mischievious' Morph

The world is exactly the same, with one exception: one word is now pronounced slightly differently. The GM chooses the affected word and its new pronunciation.

2. Topsy-Turvy

Impermanent

Whenever a party member makes a D20 Test, they treat a roll of 1 as a **20**, and a roll of 20 as a **1**.

3. Chrono-Hiccoughs

Impermanent

When a party member uses their Reaction, roll a **d4**. On a **1**, the party member hiccoughs violently and disappears before the Reaction is taken. They reappear in the same space at the start of their next turn, or in the nearest unoccupied space if that space is occupied. Once this effect has triggered for a creature, it can't trigger for that creature again until the next dawn.

4. Temporal Rubberbanding

Impermanent

Roll a **d6**. The party gains the Contraction effect on an even result, or the Dilation effect on an odd result.

Contraction. When a party member makes a D20 Test, the GM can impose **Disadvantage** on the roll as time suddenly speeds up. The party then loses this effect and gains the Dilation effect at the next dawn.

Dilation. When a party member makes a D20 Test, they can choose to gain **Advantage** on the roll as time slows to a crawl. The party then loses this effect and gains the Contraction effect at the next dawn.

5. Stranger in the Mirror

Each party member suffers a minor, but permanent alteration to their appearance, such as a missing finger, a new scar, or a change in hair colour. The GM chooses this alteration or works with the player to link it to their alterations to the past or future.

6. Broken Clock

The party members become unable to tell what time it is, regardless of environmental context such as the position of the sun. Timekeeping devices work oddly whenever a party member looks at them, moving backwards, stopping, or randomly shifting between different positions.

7. Unpersistence of Memory

Each party member permanently forgets a precious childhood memory. The GM chooses which memory is forgotten or works with the player to link it to their alterations to the past or future.

8. Forgotten Festival

Settlements and communities in the region celebrate a new annual holiday or festival that didn't exist before. The GM chooses the nature and purpose of these celebrations.

9. Speedy Recovery

Impermanent

The party gains the ability to perform a ritual over the course of **1 minute**, which requires all party members to link hands for the duration and results in them gaining the effects of a Short Rest after that time. Then, roll a **d6**. On an odd result, the party gains **1 Paradox Point**. After the party performs this ritual, they can't do so again until the next dawn.

10. Expiration Date

All of the party's rations and nonmagical perishables spoil, and all water the party is carrying evaporates. Mundane items age considerably, but without damage.

J. Alchemical Procrastination

Impermanent

Potions drank by any party member take effect at the start of the drinker's turn **1d4 rounds** after the potion was drunk, instead of immediately.

Q. So Last Season

Fashion in the region experiences a dramatic, retroactive change. The party is now several years behind or ahead (randomly determined) of their time, and their unusual appearance draws the attention of locals.

K. Lost and Found

Each party member loses one mundane object they are wearing or carrying or GP up to **150 × the party's Paradox Tier**. This object or money is replaced by one or more different objects of equivalent total value. The GM chooses which objects are lost and which ones replace them.

Tier 1 Creature Warps

The following effects are listed in alphabetical order. Each one is accompanied by its card value in brackets.

A. Falling Through Time

Creatures blink forward in time, but not relative to the planet, which keeps moving without them. Each creature within **60 feet** of the Paradox Creature teleports **20 feet** directly upward, or to the nearest unoccupied space if that space is occupied.

2. Beyond Comprehension

If another creature starts its turn within **30 feet** of the Paradox Creature and can see it, the Paradox Creature can force it to make a **VDC Intelligence saving throw**. A creature takes Psychic damage on a failed save, or half as much on a successful one. To determine this damage, roll a number of **d6s** equal to the Paradox Creature's Proficiency Bonus.

A creature can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the Paradox Creature until the start of its next turn, when it can avert its eyes again. If it looks at the Paradox Creature in the meantime, it must immediately make the save.

3. I Have Been in This Place Before

The Paradox Creature immediately casts the *Déjà-Vu** spell (**save DC** equals **VDC**) requiring no spell components.

See Chapter 10: Spells

4. Fast Forward

The Paradox Creature's Speed is doubled.

5. Erratic Displacement

Going in Initiative order, each creature within **60 feet** of the Paradox Creature (including itself) immediately switches places with a randomly selected creature that is also within **60 feet** of the Paradox Creature.

6. Regenerative Reversal

Wounds on the Paradox Creature close as time rewinds around it, causing it to regain Hit Points equal to a **d8 x its PB**. The Paradox Creature doesn't lose these Hit Points when this effect ends.

7. False Start

The Paradox Creature rolls Initiative again and takes the new result if it's higher than the previous one. If the result is 20 or higher, the Paradox Creature takes its turn for this round immediately. Its new Initiative persists after this Creature Warp effect ends.

8. Arcane Imbuement

Randomly determine a damage type other than Bludgeoning, Piercing, or Slashing. Whenever the Paradox Creature would deal Bludgeoning, Piercing, or Slashing damage, it instead deals damage of the randomly determined type.

9. Final Destination

Each creature within **60 feet** of the Paradox Creature sees visions of a potential future where it is slaughtered by the Paradox Creature, and must succeed on a **VDC Wisdom saving throw** or be **Frightened** of the Paradox Creature until this effect ends.

10. Gravity Well

Creatures within **120 feet** of the Paradox Creature must spend 2 feet of movement for each 1 foot they move away from the Paradox Creature.

J.Now You're Fighting with Portals

The Paradox Creature opens a portal on the ground in a space it can see within **60 feet** of it, and a second portal linked to the first a few feet above it. A creature without a Fly Speed in that space when the portals appear or that moves into the space while the portals exist makes a **VDC Dexterity saving throw**. On a failed save, the creature starts falling endlessly through the portals—its Speed is reduced to **0 feet**, it has **Disadvantage** on attack rolls, and attack rolls against it have **Disadvantage**. On a successful save, it moves to the nearest unoccupied space. When this effect ends, creatures trapped in it take **Vdam** Bludgeoning damage and fall **Prone**.

Q. Blinkback

When a creature ends its turn within **5 feet** of the Paradox Creature, the Paradox Creature can choose to teleport that creature to the space the creature occupied at the start of its turn (no action required). An unwilling creature makes a **VDC Constitution saving throw**, avoiding the effect on a success. The Paradox Creature can use this effect on itself when it ends its turn.

K. Stolen Time

A creature damaged by the Paradox Creature's attacks and effects can't take Reactions until the start of the creature's next turn.

Tier 2 Temporal Mishaps

The following effects are listed in alphabetical order. Each one is accompanied by its card value in brackets.

A. Future Imperfect

Impermanent

The party gains the ability to cast the *Augury* spell as a Ritual, requiring all party members to link hands but requiring no Material component. When the spell is cast in this way, the party receives a random answer whenever the spell would normally return no answer, and there's always at least a 25% chance of this happening.

2. Quantum Past

Each party member now has two completely distinct backstories. Somehow, they both are true, with NPCs, records, and physical evidence corroborating both even when they're contradictory. Each party member chooses their new backstory.

3. Upbringing Upheaval

Each party member loses one skill or tool proficiency, or a known language other than Common, and gains a different one of the same type. The GM chooses the proficiencies or languages that are lost and gained.

4. Enjoy It While You Can

Impermanent

The party is suddenly in possession of an Uncommon magic item, which they remember always having had. The GM chooses the item. In **1d10 days** or when a new Impermanent effect is drawn, the item disappears, and the party forgets ever having owned it.

5. Opposite Day

For **24 hours**, things people say mean the exact opposite. No one finds this strange or has difficulty communicating except for the party.

6. Schrödinger's Economy

Impermanent

Temporal instability causes the market to behave erratically around the party, existing either in a state of incredible prosperity or total ruin, with no way to tell which until a transaction is made. Each time the party is involved in a commercial transaction, roll a **d6**. On an odd result, the amount of money they spent or received is actually doubled. On an even result, it's halved. If doubling the money results in the party having to pay more than they own, they find themselves in possession of a note of debt to the merchant.

7. Misnomer

Each party member is now known by a different name, with existing records and familiar NPCs confirming that they were always known by their new names. The GM chooses the new names.

8. Etymological Warp

The primary language spoken in the nearest settlement changes to a different one. The GM chooses the new language, which can even be a dead, long-forgotten one.

9. Awe and Terror

Each party member retroactively gains a phobia or vice, such as a fear of spiders or a gambling addiction. The GM chooses the phobias or vices gained or works with each player to link it to their alterations to the past or future.

10. Secret Identity

One party member retroactively gains a secret identity, such as that of a double agent, heroic vigilante, or nefarious criminal. The GM chooses the affected party member and their new identity.

J. Timeless Companion

The party acquires an ally, which they have retroactively had for a long time. This ally can be any creature that isn't a Humanoid, Giant, or swarm, and that has a CR of 1/8 or lower. The GM chooses the creature.

Q. Timeless Whispers

Impermanent

Each party member can hear the thoughts of multiple past and future versions of themselves, which make it painfully difficult to focus. When an affected creature makes an Intelligence check or a saving throw to maintain Concentration, it takes **1d10** Psychic damage. This damage doesn't trigger a saving throw to maintain Concentration of its own—instead, if the triggering saving throw came as a result of taking damage, add the Psychic damage to the triggering damage for the purpose of calculating the **save DC**.

K. Out of Sync

One party member partially fades out of existence as they become disconnected from the normal flow of time for **1 hour**. The affected creature becomes translucent and intangible—they can still see, hear, and speak as normal, but can't otherwise physically interact in any way. While this effect lasts, a willing party member can use an action to reach out as if to touch the affected creature. When this happens, the affected creature returns to normal and the creature that touched it takes **Vmod** Force damage and becomes affected instead.

Tier 2 Creature Warps

The following effects are listed in alphabetical order. Each one is accompanied by its card value in brackets.

A. Singularity

The Paradox Creature chooses a point on the ground that it can see within **120 feet** of it. Each other creature within **60 feet** of that space must succeed on a **VDC Strength saving throw** or be pulled as close to that point as possible.

2. Auto-Assist

A copy of the Paradox Creature from an alternate timeline appears in an unoccupied space of the GM's choice within **120 feet** of the original. It can immediately move up to its Speed and make one attack, after which it disappears.

3. Memory-Eater

When the Paradox Creature damages another creature with an attack or effect, the damaged creature loses a memory. Roll a **d6** each time to determine the type of memory:

1-2: A happy or positive memory.

3-4: A sad or painful memory.

5-6: An important piece of information, such as details of the villain's plans or the location of a powerful weapon.

4. Hindsight

Each creature of the Paradox Creature's choice within **60 feet** of it makes a **VDC Wisdom saving throw**. On a failed save, a creature sees the world as it was **6 seconds** prior, leaving it **Blinded** to the present.

5. Unbound

The Paradox Creature briefly exists outside of the normal boundaries of space. It gains a Fly Speed of **30 feet** if it didn't already have one, it can hover, and it can move through other creatures and objects as if they were difficult terrain. When it moves through a creature in this way, the creature takes **1d6** Psychic damage. A creature can only take this damage once each turn. If the Paradox Creature is occupying another creature or object's space when this effect ends, it's shunted to the nearest unoccupied space.

6. Instant Transmission

The Paradox Creature can choose to teleport instead of moving normally, expending an amount of movement equal to the distance teleported each time.

7. Damage Lag

The Paradox Creature gains Immunity to all damage. Record the damage dealt to it. On Initiative count 20 of the next round, it takes Force damage equal to that total. This damage can't be reduced or prevented in any way.

8. Nick of Time

The next time the Paradox Creature is hit by an attack, a future version of itself appears from a rift in spacetime and intervenes, causing the attack to miss instead.

9. Possibility Manipulation

The Paradox Creature can reroll any die it rolls (no action required), taking whichever result it prefers. This effect ends early once it's used.

10. Alternate Selves

The Paradox Creature gains the effects of the *Mirror Image* spell. Whenever a creature destroys one of the duplicates, that creature takes Psychic damage equal to the Paradox Creature's CR.

J. Self-Fulfilling Prophecies

Before each D20 Test rolled by the Paradox Creature, the GM can try to guess whether the roll will succeed or fail. If the guess is correct, the Paradox Creature rolls a **d4** and adds it to the result of its next D20 Test.

Q. Clockstopper

The Paradox Creature gains the ability to cast the *Freeze Frame** spell (**save DC** equals **VDC**), requiring no spell components.

*See Chapter 10: Spells

K. Arcane Rewind

The Paradox Creature gains the ability to cast the *Counterspell* spell (**save DC** equals **VDC**), requiring no spell components.

2014

Arcane Rewind

If you are using the 2014 version of the 5e rules, the Arcane Rewind effect has these changes. *Counterspell* doesn't require a saving throw. Instead, the Paradox Creature's spellcasting ability for it is Wisdom, Intelligence, or Charisma (whichever is highest). In addition, if the Paradox Creature successfully counters a spell in this way, the caster regains the spell slot used to cast it.

Tier 3 Temporal Mishaps

The following effects are listed in alphabetical order. Each one is accompanied by its card value in brackets.

A. New Blood

One of the party members retroactively gains a new family member. The GM chooses which party member is affected and what new relative they gain. At the GM's discretion, this new family member could secretly wish ill upon the party member and work behind their back to sabotage them.

2. Borrowed Time

When each party member finishes their next Short Rest, they gain the benefits of a Long Rest instead. When each party member finishes their next Long Rest, they gain *2* **Exhaustion** levels.

3. Family Reunion

Infant and/or elderly versions of each party member appear in unoccupied spaces within **30 feet** of the originals, displaced from their own time. These versions have the statistics of Small **Commoners** and last for **24 hours** before returning to their own time. For each alternate version of a creature that dies or is severely harmed before their return, the party gains *2* **Paradox Points**.

4. Wanted: Retroactively Dead

The party is suspected of having committed severe crimes. Because of this, they are wanted by the law and despised by most of the populace. The GM chooses the crimes of which the party is accused, and whether or not they actually committed them.

5. Contractual Obligations

The party has retroactively made a binding agreement on which they must now make good. For example, they may be indebted to a powerful merchant, owe a favour to an unscrupulous politician, or even have made a deal with a devil. The GM chooses the nature of the contract and the other party.

6. Back From the Grave

The party is believed dead by the world. Their presence shocks friends who swear that they witnessed the party's demise, surprises enemies who thought them long gone, and causes bureaucratic headaches where demographic records fail to recognise them as living individuals. Some of the party's properties or possessions may need to be retrieved from their inheritors.

7. Historical Revisionism

Several of the party's notable accomplishments, heroic deeds, or villainous misdeeds are now attributed to a different group, robbing them of glory and recognition. The GM chooses the group that becomes known for the party's deeds.

8. Change of Heart

One NPC that knows the party changes its attitude towards them completely. A Friendly NPC becomes Hostile or vice versa. The GM chooses the nature of the change and the NPC that is subjected to it.

9. Freaky Thursday

Each party member swaps game statistics with a different party member, but keeps their own memories, for **1d4 hours**. The GM assigns each player's character sheet to a new player.

10. Do I Know You?

For each party member, one creature with whom they're close—such as a lover, childhood friend, or family member— no longer remembers them. Journals, portraits, or letters in this creature's possession no longer mention or display the forgotten player character.

J.Unlucky Break

A rival or enemy of the party retroactively gains a significant benefit or advantage, such as coming into a small fortune, acquiring a powerful item, or becoming privy to sensitive information. The GM chooses which creature is affected and what benefit it gains.

Q. Divergent Evolution

Impermanent

Each party member rolls a **d6** and gains the associated benefit:

1-2: Webbed fingers that grant them a Swim Speed equal to their Speed.

3-4: Opposable thumbs on their feet that grant them a Climb Speed equal to their Speed.

5-6: Sharp claws that grant them a Burrow Speed equal to half their Speed.

K. Causal Link

Impermanent

Two party members become linked through time and space. When one of the linked creatures takes damage, they take only half as much damage. The other linked creature takes the same amount of damage. The GM chooses the affected creatures.

Tier 3 Creature Warps

The following effects are listed in alphabetical order. Each one is accompanied by its card value in brackets.

A. Slow Motion

The Paradox Creature casts the *Slow* spell (**save DC** equals **VDC**), requiring no spell components.

2. Anomalous Interference

A dangerous anomaly appears in an unoccupied space of the Paradox Creature's choice within **60 feet** of it and rolls Initiative. The anomaly is an ally of the Paradox Creature and an enemy to its enemies. Roll a **d6** to determine what type of anomaly appears:

1-2: Spatial anomaly.

3-4: Temporal anomaly.

5-6: Spatiotemporal anomaly.

Each round, on Initiative count 20 while the clone exists, the Paradox Creature can choose not to draw another paradox card in order to prolong this effect for another round.

3. Unnatural Reflexes

The Paradox Creature has no limit to the number of Reactions it can take each round, though it can still only take one per turn. In addition, it can take a Reaction when forced to make a saving throw to gain **Advantage** on the roll, and it can take a Reaction when it's the target of an attack to impose **Disadvantage** on the attack roll.

4. Godspeed

The Paradox Creature gains the benefits of the *Haste* spell. It doesn't suffer a wave of lethargy when this effect ends.

5. Accelerated Carcinisation

All things eventually become a crab. The Paradox Creature suddenly gains a carapace and grows an extra limb that ends in a pincer. It gains a +2 **bonus** to AC and the following action option, which it can take as part of the Attack or Multiattack action:

> ***Pincer.*** *Melee Weapon Attack:* **Vmod bonus,** reach 5 ft. Hit: **1d10** + Strength modifier Bludgeoning damage and the target is **Grappled** (escape **DC** equals **VDC**). While Grappled, the target is also **Restrained.**

6. Emergency Exit

Each time the Paradox Creature takes damage, it can teleport to an unoccupied space it can see within **30 feet** of it.

7. Change of Scenery

The Paradox Creature and each creature within **120 feet** of it are teleported to a different location within **5 miles**, keeping their relative distances to one another. The teleported creatures aren't teleported back on Initiative count 20 of the next round.

8. Legendary-er

The Paradox Creature gains one extra use of its Legendary Actions. If the creature has no Legendary Actions, it gains one use of them, which it can use to either make one attack in its stat block or move up to its Speed without provoking Opportunity Attacks.

9. Taking Initiative

Up to four creatures of the Paradox Creature's choice that it can see within **60 feet** of it exchange Initiatives in whatever way the Paradox Creature chooses. An unwilling creature makes a **VDC Wisdom saving throw**, resisting the effect on a success. If these changes would result in one or more creatures that have not yet taken their turns this round gaining an Initiative of 20 or higher, those creatures take their turns for this round in their previous initiative order, directly after this effect takes place. The new Initiatives persist after this Creature Warp effect ends.

Thunderous Roar. The Paradox Creature lets out a bellowing roar that shakes the earth and can be heard for **1,000 feet.** *Saving Throw:* **VDC Strength,** each creature within **30 feet.** *Failure:* **Vmod** Thunder damage and the target is knocked **Prone.** *Success:* Half damage.

10. Primal Regression

The Paradox Creature reverts to a primal, ancestral form of itself. Its size increases by one category and it rolls a number of d6s equal to its Proficiency Bonus, gaining Temporary Hit Points equal to the total. In addition, it gains the following action option, which it can take as part of the Attack or Multiattack action:

J.Chronomantic Gardening

The Paradox Creature accelerates time in a **30-foot Cube** within **60 feet** of it, replicating the Overgrowth effect of the *Plant Growth* spell. When this effect ends, the overgrown plants recede into the ground and the area returns to normal.

2014

Chronomantic Gardening

If you are using the 2014 version of the 5e rules, the Chromatic Gardening effect doesn't replicate the Overgrowth effect of the *Plant Growth* spell. Instead, it replicates its immediate benefits.

Q. Mindblown

The Paradox Creature casts the *Glimpse Infinity** spell (**save DC** equals **VDC**), requiring no spell components.

*See Chapter 10: Spells

K. Better Late Than Never

Spells cast by creatures other than the Paradox Creature within **120 feet** of it become suspended in time, and their effects don't happen right away. Instead, the suspended spells all take effect once this effect ends, in an order of the Paradox Creature's choice. The caster chooses the targets of the spell when it's first cast, and can't change the targets when the spell takes effect.

Tier 4 Temporal Mishaps

The following effects are listed in alphabetical order. Each one is accompanied by its card value in brackets.

A. Metaphysical Erasure

Impermanent

The alterations to time cause one party member's existence to become impossible. That creature slowly begins to vanish from reality, gradually becoming more intangible but retaining their ability to interact with the world. If this effect isn't lost or replaced within **3d4 days**, the affected creature is completely erased from existence. The creature knows how long they have before their erasure.

When a creature is erased in this way, each remaining party member must succeed on a **VDC Wisdom saving throw** or forget that the vanished creature ever existed. The creature remains erased after this effect ends, and can't be brought back by any means except for a *Wish* spell.

2. Groundhog Day

The party finds itself repeating the same day over and over. Roll **1d4 + 1** to determine how many times the day loops. Alternatively, the GM chooses to keep the party looping until they find a way to break out by performing a specific action or coming to a profound epiphany.

3. Born Anew

One party member changes species, keeping any ability score increases granted by its original species but swapping all the other traits for the traits of the new one. The GM chooses the affected party member and their new species.

4. Chronogeopolitics

The political landscape of the region experiences a drastic, retroactive change. For example, long-allied city-states may suddenly be bitter enemies, or a kingdom ruled by a benevolent monarch may now be commanded by a murderous death cult.

5. Seasonal Mayhem

Impermanent

Seasons change at a vertiginous speed. Each day at dawn, roll a **d4** to determine the day's season: 1 - Winter; 2 - Spring; 3 - Summer; 4 - Fall.

6. Life Speedrun

Impermanent

Party members experience their birthday every week. Each time this happens, they age **1 year**.

7. Evil Twins

An alternate version of the party appears at a location of the GM's choice within **5 miles** of the party. They look and sound like their counterparts, but have opposite alignments and personalities (although they continue working as a team). Their goal is to kill and replace the party.

The GM can use the character sheets of the party members for the evil twins, or use NPC stat blocks of an appropriate CR that adequately represent their counterparts' classes and abilities.

8. Sudden Deathbed

One creature close to the party, such as a mentor, old friend, or family member, is retroactively dying from illness, injury, or advanced age. The GM chooses the affected creature and the means of its impending death.

9. Chronocops

A squadron of chronocops arrives to arrest the party for chronocrime, appearing at a location of the GM's choice within 5 miles of the party. Their goal is to arrest the party—by force, if necessary—for the alterations they've made to time.

The squadron is composed of **2d4** Humanoids of the GM's choice, accompanied by one sphinx, all of a CR appropriate to the party's level. If the inclusion of the sphinx makes the encounter too deadly, the sphinx is there merely as an observer and doesn't interfere in the fight.

If the party defeats the chronocops, more squadrons might be sent after them in the future. If the party is arrested, they face a trial in **1d10 days**, during which they have the opportunity to argue their innocence.

10. Mass Un-Extinction Event

A species of previously extinct plant or creature, such as mammoths or certain dinosaurs, retroactively reappears in the region. The GM chooses the creature that returns.

J. In With the Old

A long-lost city, kingdom, religion, society, or similar institution is displaced in time and now exists in the present. The GM chooses a suitable institution.

Q. Return of the BBEG

A long-time enemy of the party that they previously defeated returns, whether by being alive again, having reverted to its evil ways, or regaining lost power. The enemy may even remember its own defeat, and seek vengeance. The GM chooses an appropriate enemy.

K. Climate Change

The weather and climate in the region experiences a drastic change that retroactively alters the biome, such as by transforming a lush rainforest into a frozen tundra, or creating a vast lake in the middle of a once arid desert. The GM chooses these changes.

Tier 4 Creature Warps

The following effects are listed in alphabetical order. Each one is accompanied by its card value in brackets.

A. Rejuvenating Strikes

When the Paradox Creature damages another creature with an attack or effect, the creature's age is reduced by **1d6 years**.

2. Back to Basics

Time around the Paradox Creature is partially reversed, robbing its foes of their years of experience. Creatures of the Paradox Creature's choice within **120 feet** of it subtract their Proficiency Bonus from D20 Tests they make in which they are proficient, as well as the save DC of their spells, class features, and abilities.

3. Maximum Paradox

When the Paradox Creature damages another creature with an attack or effect, that creature gains **1 Paradox Point**.

4. Perfect Timing

Limited precognition allows the Paradox Creature to strike at the exact right time. The Paradox Creature deals maximum damage with all of its attacks, instead of rolling for it.

5. Chrono-Clone

A copy of the Paradox Creature appears in an unoccupied space within **60 feet** of it and rolls Initiative. This clone is an ally to the Paradox Creature, but it has only one-fifth of the original's Hit Point maximum and no Legendary Actions, Legendary Resistance trait, Lair Actions, or Mythic Traits. On Initiative count 20 of each round while the clone exists, the original Paradox Creature can choose not to draw another paradox card in order to prolong this effect for another round.

6. Time Lord

The combined power of past and future versions of the Paradox Creature converges upon it for a brief moment. The Paradox Creature gains Truesight with a range of **120 feet**, its attacks deal an extra **2d6** Force damage on a hit, and it gains the following action option, which it can take as part of the Attack or Multiattack option:

> ***Everyone, Everywhere, All At Once.*** The Paradox Creature creates an ethereal image of itself next to up to four creatures of its choice within **120 feet** of it. Each ethereal image makes one attack in the Paradox Creature's stat block against the creature next to which it was created, then vanishes.

7. Double Time

The Paradox Creature immediately takes an extra turn, causing any effects that occur at the start of its turn to take effect.

8. Aging Strikes

When the Paradox Creature damages another creature with an attack or effect, the creature ages **1d6 years**.

9. Precognition

The Paradox Creature gains the effects of the *Foresight* spell.

10. Shattered Self

The Paradox Creature splits into hundreds of minuscule versions of itself as reality fractures around it. It becomes a swarm of Tiny creatures, with the same size as its original size, gains **Resistance** to Bludgeoning, Piercing, and Slashing damage, and **Immunity** to the Charmed, Frightened, Grappled, Paralysed, Petrified, Prone, Restrained, and Stunned conditions. In addition, it gains the following trait:

> ***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Paradox Creature.

J. Rise of the Machines

The Paradox Creature becomes a futuristic version of itself, improved with magitech enhancements that include an artificial, glowing eye. It gains **Resistance** to damage from spells, and has **Advantage** on saving throws against spells and other magical effects. In addition, it gains the following action option, which it can take as part of the Attack or Multiattack action:

> ***Eye Beam.*** The Paradox Creature shoots a line of magical energy from one of its eyes. *Saving Throw:* **VDC Dexterity**, each creature within a **100-foot-long, 5-foot-wide Line**. *Failure:* **2 x Vmod** Force damage. *Success:* Half damage.

Q. Temporal Cascade

Draw two additional cards for their Creature Warp effects.

K. Null Time

Harmful effects are frozen in time immediately before hitting the Paradox Creature. The Paradox Creature gains **Immunity** to all damage.

GM Tip: Reversing Paradoxes

The Paradox System should feel impactful and consequential—for that reason, many of its effects are designed with permanency in mind. These are not things to go away after a while, but new staples of the world around which the party must now work.

However, certain effects, such as the death of a close family member, may spur the party to action in an attempt to reverse them. This is good—it's the system functioning as intended by creating new opportunities for quests and storytelling—but it should be handled carefully and conservatively. Avoid letting the party simply go back in time once more and undo what they did, as the complicated relationship between cause and effect is seldom that straightforward.

Reversing a paradox is a monumental task that should come at a steep cost, such as the creation of other undesirable changes or the threat of total reality collapse. How far is a character willing to go to save a loved one from the clutches of time? How much are they willing to sacrifice?

CHAPTER 4
HARVESTING & CRAFTING

Crafting and Equipment

This chapter presents the core concepts of harvesting and crafting, allowing you to introduce the system to your table, as well as equipment found in *Zaman's Guide*.

Harvesting

After a creature is slain, its components must be harvested quickly before their magic fades. There are five steps involved in this process.

Step 1 - Description

When a creature dies, the GM consults the harvest table corresponding to the creature's type and determines which of the listed components are available to be harvested.

> **Heliana's Guide**
>
> **To make your harvesting and crafting journey even richer, refer to *Heliana's Guide to Monster Hunting* (heliana.lt/BookOne). There you'll find additional rules like volatile components that can explode, ruining components with destructive damage types, ritual carving using spellcasting abilities instead of Dexterity, finding traders to buy and sell components, and a pricing system that complements the magic item prices in this book. There's also options for hiring craftspeople, working in crafting teams, feats for becoming an expert or master crafter, and rules for salvaging, socketing, and upgrading items.**

Example. In the example below, the party wishes to harvest a dragon they have slain. The GM consults the Dragon Harvest table and decides that the dragon has the following components on offer: 1 *Breath Sac*, 1 *Heart*, 1 *Liver*, 2 *Eyes*, 2 *Horns*, 4 *Pouches of Claws*, 4 *Pouches of Teeth*, 10 *Bones*, as well as *Scales*, *Blood*, *Flesh*, and *Fat*. Because a young red dragon is CR 10, one can also harvest *Robust Essence* from it (see page 51 for more on *Essence*).

> **GM:** In addition to the plethora of Scales, Blood, Flesh, Fat, and Bone, you can harvest the dragon's Liver, Heart, two Eyes, two Horns, four Pouches of Claws, four Pouches of Teeth, and, of course, its Breath Sac. Because this creature is particularly potent, you can also try to extract its Essence—a difficult process.

Dragon Harvest

Component DC	Components
5	*Eye*[E+], *Flesh*[E+], *Phial of Blood*[E+]
10	*Bone*[E+], *Egg*[E], *Fat*[E+], *Pouch of Claws*, *Pouch of Teeth*
15	*Horn*, *Liver*[E], *Pouch of Scales*
20	*Heart*[E+]
25	*Breath Sac*[V]

Step 2 - Harvest List

The harvesters then quickly decide what they want to harvest and in which order. This order is known as the harvest list.

Example. The party chooses to harvest the following components in the listed order: a *Pouch of Teeth*, two *Eyes*, the *Breath Sac*, and then the *Essence*.

> **Gurf:** I want the eyeses. And all the teef!
>
> **Mizzard:** Very well, Gurf, but let's not forget the Breath Sac we came here for! And we'll need Essence to be able to make the more powerful 'Rare' versions of items. We'll take a Pouch of Teeth, the two Eyes, the Breath Sac, and then the Essence, in that order.

Step 3 - Harvest DCs

After the party has created its harvest list, the GM calculates the Harvest DCs. They list out the chosen components in the order the party wishes to harvest them and sequentially add each Component DC to the total of all the previous Component DCs. The Component DC represents how hard a component is to harvest.

Example Harvest List

Component	Component DC	Harvest DC
Pouch of Teeth	10	10 (10)
Eye (1)	5	15 (10+5)
Eye (2)	5	20 (10+5+5)
Breath Sac	25	45 (10+5+5+25)
Robust Essence	30	75 (10+5+5+25+30)

Step 4 - Harvesting check

The players make a Harvesting check. A Harvesting check is the combined total of two ability checks: an Assessment check and a Carving check; these are described in more detail on page 39.

GM: Okay. Mizzard, as the assessing harvester, you need to make an Intelligence (Survival) check and Gurf, as the carving harvester, you need to make a Dexterity (Survival) check. The skill is Survival because the corpse is a Dragon.

Mizzard: Okay... that's a 12 plus 5. 17!

Gurf: What's Dexterity (Survival)? It's not on my sheet.

GM: Make a Dexterity check—roll a d20 and add your Dexterity modifier—then add your Proficiency Bonus if you're proficient in Survival.

Gurf: Okay that's a... 16. My Dex gives me plus 4, but I'm not proficient. 20!

GM: Great; 17 plus 20—that's a total of 37.

Step 5 - Loot

Compare the result of the Harvesting check to the harvest list you made in step 3. If the Harvesting check's result met or exceeded the Harvest DC for a component, that component is successfully harvested.

Example. A result of 37 means that everything except the *Breath Sac* and *Essence* are acquired.

GM: The two Eyes come out, plop plop, as do the Teeth. Unfortunately, the Breath Sac is too tough and you can't harvest it before its magic seeps away. You never even get started on the Essence.

Gurf: Yay! Teef and eyez!

Mizzard: Blast—I wanted that Breath Sac...

Components & Difficulty

Harvesting terms and concepts are explained below.

Component DC. Some components, like teeth, are very simple to extricate, whilst others, like hide, take a great deal of skill to extract without ruining them. Each component has a Component DC, indicating how hard it is to safely extract before it loses its magical potency. The tables on pages page 41-43 describe the different components that varying creature types might yield.

Quantity. The GM decides how many of each component are available for harvest based on the creature. For example, a severely damaged dragon might only yield 1 *Eye* and 1 *Breath Sac*, rather than its usual bounty.

Harvest List. Components can be harvested in any order, regardless of Component DC. The harvest list details which components the harvesters wish to attempt to extract and in which order. The harvesters must agree on the harvest list together or defer to the carving harvester.

Harvest DC. After the harvesters establish their harvest list, calculate the Harvest DCs. This is achieved by adding the Component DC of each component in the list to the DC of the components higher up in the list. These cumulative DCs are known as the Harvest DCs; harvesters successfully extract the components for which they meet or exceed a Harvest DC.

Duration & Degradation

Harvesting a creature takes a set duration based on the size of the creature (see harvest time in the table below).

Creature Size and Harvest Time

Creature Size	Harvest Time
Tiny	5 minutes
Small	10 minutes
Medium	15 minutes
Large	30 minutes
Huge	2 hours
Gargantuan	12 hours

Degradation

To keep the game flowing, these rules offer the concept of degradation; the adventurers have only a short time, post-mortem, to harvest components. Spells like *Gentle Repose* do not prevent this. This rule prevents the aftermath of each fight from becoming a harvest-fest by limiting the number of creatures that can be harvested.

Time Limit. For harvesting to yield magical components, a harvester must begin harvesting a corpse within **1 minute** of the creature's death and, once it has begun harvesting, not cease harvesting the corpse for the duration of the check. As the shortest harvest time of any creature is 5 minutes, a character only has time to harvest one creature after a battle before the other creatures have degraded.

Assessment and Carving

The Harvesting check is the summed total of two ability checks: Assessment and Carving. A single creature can choose to make both checks; if it does so, it makes these checks with **Disadvantage**. With all Harvesting checks, the skill used for the check depends on the type of creature the characters are attempting to harvest. For example, Beasts require a Survival check while Aberrations require an Arcana check.

Creature Types and Associated Skills

Creature Type	Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

Assessment. To correctly assess how best to extract and store creature components, a character must make an Intelligence check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Assessment check is known as the assessing harvester.

Carving. Skill with a knife is the proven method of harvesting components. A creature attempting to harvest a corpse makes a Dexterity check. The skill applicable to the check depends on the type of creature, as shown in the Creature Types and Associated Skills table. A creature attempting this Carving check is known as the carving harvester.

Assessment check = 1d20 + Intelligence modifier + proficiency bonus (if applicable)

Carving check = 1d20 + Dexterity modifier + proficiency bonus (if applicable)

Harvesting check = Assessment check result + Carving check result

Spells and Buffs. For a spell or magical effect to have any influence on the outcome of harvesting, it must affect a harvester for the entire duration of the Harvesting check (see Creature Size and Harvest Time table on page 39). For this reason, spells with a duration of 1 minute, like *Bless* and *Guidance*, never confer their bonus to the result of the check. A spell like *Enhance Ability*, which lasts 1 hour, could confer its **Advantage** to a Harvesting check so long as the spell begins before the check starts and does not end until after the check is completed.

Helpers

Creatures not involved in assessment or carving can help! The number of creatures that can help depends on the size of the creature being harvested (see table below). If a helper has proficiency in the skill associated with the monster's type, the helper adds its proficiency bonus to the Harvesting check's result. If the helper doesn't have this proficiency, it adds half its proficiency bonus rounded down, instead. Helpers must help for the entire duration of the harvesting procedure to add this bonus. This takes the place of the Help action, which has no effect in Harvesting or Crafting.

Harvesting and Helpers

Creature Size	Maximum Number of Helpers
Tiny	0
Small	1
Medium	2
Large	4
Huge	6
Gargantuan	10

Results & Rewards

A character receives each component for which it meets or exceeds the DC in the harvest list. This is cumulative; for example, a Harvesting check of 37 on the dragon example on page 38 yields two *Eyes* and a *Pouch of Teeth*. The *Breath Sac* and *Robust Essence* are not harvested, as the result of 37 is lower than the DCs (45 and 75, respectively).

Component Types. Component names are comprised of the creature type (e.g. Beast) and the creature part (e.g. Horn). A rhino, demon, and minotaur all have *Horns*, but these are known as *Beast Horn*, *Fiend Horn*, and *Monstrosity Horn*, respectively, and are each used to craft different things.

Optional Rule: Metatags

Metatags are a tool that expands the number of possible components in the game, increasing the specificity of the crafting system.

Components. When using metatags, you record the name of each component you harvest. For example, without metatags, a *Horn* from a rhinoceros and a *Horn* from a goat are both known as *Beast Horns*. With metatags, these are two different horns: a *Beast (Rhinoceros) Horn* and a *Beast (Goat) Horn*.

Recipes. In crafting recipes, metatags specify a detail about the creature that bore the component written in parentheses. This detail could be all or part of its name (e.g. Animated), size (e.g. Large), subcategory (e.g. shapechanger), or something else. You may have to look at the creature's statistics to see if it satisfies a metatag requirement.

Quests & Consequences. Metatags can be used in either or both of the following ways. Firstly, a GM may require that a specific metatag is needed to craft an item. For example, a GM may decide that *Flame Tongue*—a fiery weapon—might be craftable only using the *Breath Sac* from a fire-breathing (brass, gold, or red) dragon. A player wouldn't be able to use a *Dragon (Ancient White Dragon) Breath Sac* to craft the item and would need to embark on a quest to find the appropriate component.

Secondly, if the correct metatag is used in a crafting recipe, a GM can reward the player by granting them **Advantage** on the check to craft the item. For example, without metatags, any *Dragon Eye* can be used to craft a *Ring of Poison Resistance*. With metatags, an adventurer can craft the ring with the *Eye* of any *Dragon*, but has **Advantage** on the check(s) if they use the *Eye* of a Green Dragon.

Harvest Tables

This section presents the components that may be available for each creature type. When a player declares their intention to harvest a creature, consult the relevant table in this section and choose the components that make sense for the creature. For example, an aboleth has Tentacles, Eyes, Phials of Mucus and Blood, and a Hide, but doesn't have Pouches of Claws, Chitin, or Antennae. Boss monsters can have unique components that aren't found in these harvest tables.

Usability. Not all the components in the harvest tables presented herein have an attached recipe. However, among the many books that use this system, every harvestable component can be used to make something. At time of publishing this includes: *Fool's Gold: Into the Bellowing Wilds*, *Heliana's Guide to Monster Hunting*, *Itza's Guide to Dragonbonding*, *L'Arsene's Ledger of Treasures and Trinkets*, *Motes of the Divine*, *Steinhardt's Guide to the Eldritch Hunt*, *Ryoko's Guide to the Yokai Realms*, *Wrath of the Kaiju*, and all monthly releases by Loot Tavern.

Superscripts. The small superscript letters after a component's name allow the system to integrate cleanly with the cooking system that appears in *Heliana's Guide*, should a GM wish to use this material with that book. If you're not using the cooking system, you can ignore the superscript.

Unusual Anatomy

If a creature has some interesting anatomy not on the appropriate harvest table, you can grab the component and DC from a different creature type's harvest table.

Aberration Harvest

Component DC	Components
5	*Antenna*[E*], *Eye*[E], *Flesh*[E], *Phial of Blood*[E]
10	*Bone*[E], *Egg*[E], *Fat*[E], *Pouch of Claws*, *Pouch of Teeth*, *Tentacle*
15	*Heart*[E], *Liver*[E], *Phial of Mucus*, *Stinger*
20	*Brain*[E], *Chitin*, *Hide*, *Main Eye*[V]

*Regarding edible components: *Antennae* can be used as *Eye*.

Beast Harvest

Component DC	Components
5	*Antenna*[E*], *Eye*[E], *Flesh*[E], *Hair*, *Phial of Blood*[E]
10	*Antler*, *Beak*, *Bone*[E], *Egg*[E], *Fat*[E], *Fin*, *Horn*, *Pincer*, *Pouch of Claws*, *Pouch of Teeth*, *Talon*, *Tusk*
15	*Heart*[E], *Liver*[E], *Poison Gland*, *Pouch of Feathers*, *Pouch of Scales*, *Stinger*, *Tentacle*
20	*Chitin*, *Pelt*

*Regarding edible components: *Antennae* can be used as *Eye*.

Celestial Harvest

Component DC	Components
5	*Eye*[E], *Flesh*[E], *Hair*, *Phial of Blood*[E], *Pouch of Dust*[E*]
10	*Bone*[E], *Fat*[E], *Horn*, *Pouch of Teeth*
15	*Heart*[E], *Liver*[E], *Pouch of Feathers*, *Pouch of Scales*
20	*Brain*[E], *Skin*
25	*Soul*[V]

*Regarding edible components: a *Pouch of Dust* can be used as *Spice*.

Construct Harvest

Component DC	Components
5	*Phial of Blood*[E], *Phial of Oil*[E+*]
10	*Flesh*[E], *Plating*, *Stone*
15	*Bone*[E], *Gears*, *Heart*[E], *Liver*[E]
20	*Brain*[E], *Instructions*
25	*Lifespark*[V]

*Regarding edible components: *Phials of Oil* can be used as *Fat*.

Dragon Harvest

Component DC	Components
5	*Eye*[E], *Flesh*[E], *Phial of Blood*[E]
10	*Bone*[E], *Egg*[E], *Fat*[E], *Pouch of Claws*, *Pouch of Teeth*
15	*Horn*, *Liver*[E], *Pouch of Scales*, *Wing Membrane*
20	*Heart*[E]
25	*Breath Sac*[V]

Elemental Harvest

Component DC	Components
5	*Eye*[E], *Primordial Dust*[E*]
10	*Bone*[E]
15	*Volatile Mote of Air/Earth/Fire/Water*[V]
25	*Core of Air/Earth/Fire/Water*[V]

*Regarding edible components: *Primordial Dust* can be used as *Spice*.

Fey Harvest

Component DC	Components
5	*Antenna*[E*], *Eye*[E], *Flesh*[E], *Hair*, *Phial of Blood*[E]
10	*Antler*, *Beak*, *Bone*[E], *Egg*[E], *Horn*, *Pouch of Claws*, *Pouch of Teeth*, *Talon*, *Tusk*
15	*Fat*[E], *Heart*[E], *Liver*[E], *Poison Gland*, *Pouch of Feathers*, *Pouch of Scales*, *Tentacle*, *Tongue*
20	*Brain*[E], *Pelt*, *Pouch of Dust*[E*], *Skin*
25	*Psyche*[V]

*Regarding edible components: *Antennae* can be used as *Eye*, *Pouch of Dust* can be used as *Spice*.

Fiend Harvest

Component DC	Components
5	*Eye*[E], *Flesh*[E], *Hair*, *Phial of Blood*[E], *Pouch of Dust*[E*]
10	*Beak*, *Bone*[E], *Horn*, *Pouch of Claws*, *Pouch of Teeth*
15	*Fat*[E], *Heart*[E], *Liver*[E], *Poison Gland*, *Pouch of Feathers*, *Pouch of Scales*
20	*Brain*[E], *Skin*
25	*Soul*[V]

*Regarding edible components: a *Pouch of Dust* can be used as *Spice*.

Giant Harvest

Component DC	Components
5	*Flesh*[E], *Hair*, *Nail*, *Phial of Blood*[E]
10	*Bone*[E], *Fat*[E], *Tooth*
15	*Heart*[VE], *Liver*[E]
20	*Skin*

Humanoid Harvest

Component DC	Components
5	*Eye*, *Phial of Blood*[E]
10	*Bone*[E], *Egg*[E], *Pouch of Teeth*
15	*Heart*[E], *Liver*[E], *Pouch of Feathers*, *Pouch of Scales*
20	*Brain*[E], *Skin*

Monstrosity Harvest

Component DC	Components
5	*Antenna*[E*], *Eye*[E], *Flesh*[E], *Hair*, *Phial of Blood*[E]
10	*Antler*, *Beak*, *Bone*[E], *Egg*[E], *Fat*[E], *Fin*, *Horn*, *Pincer*, *Pouch of Claws*, *Pouch of Teeth*, *Talon*, *Tusk*
15	*Heart*[E], *Liver*[E], *Poison Gland*, *Pouch of Feathers*, *Pouch of Scales*, *Stinger*, *Tentacle*
20	*Chitin*, *Pelt*

*Regarding edible components: *Antennae* can be used as *Eye*.

Ooze Harvest

Component DC	Components
5	*Phial of Acid*[E*]
10	*Phial of Mucus*[E*]
15	*Vesicle*[E*]
20	*Membrane*

*Regarding edible components: *Acid* can be used as *Blood*, *Mucus* can be used as *Fat*, and *Vesicles* can be used as *Liver*.

Plant Harvest

Component DC	Components
5	*Phial of Sap*[E*], *Tuber*[E*]
10	*Bundle of Roots*[E*], *Phial of Wax*[E*], *Pouch of Hyphae*[E*], *Pouch of Leaves*, *Pouch of Seeds*
15	*Poison Gland*[E*], *Pouch of Pollen*[vE*], *Pouch of Spores*[vE*]
20	*Bark*[E*], *Membrane*[E*]

*Regarding edible components: *Phials of Sap* can be used as *Blood*, *Tubers* can be used as *Flesh*, *Bundles of Roots* and *Pouches of Hyphae* can be used as *Bone*, *Phials of Wax* can be used as *Fat*, *Poison Glands* can be used as *Liver*, *Pouches of Pollen* and *Pouches of Spores*_can be used as *Spice*, and *Bark and Membranes* can be used as *Heart*.

Undead Harvest

Component DC	Components
5	*Bone*[E], *Eye*[E], *Phial of Congealed Blood*[E]
10	*Marrow*, *Pouch of Teeth*, *Rancid Fat*[E]
15	*Ethereal Ichor*[E*], *Undying Flesh*[E]
20	*Undying Heart*[vE]

*Regarding edible components: *Ethereal Ichor* can be used as *Spice*.

Essence

Essence is required to craft more powerful magic items. It comes in five forms: Frail, Robust, Potent, Mythic, and Deific. These *Essences* are required to craft items of Uncommon, Rare, Very Rare, Legendary, and Artifact rarity, respectively. Whilst *Essence* can be extracted from all creature types, the essence available depends on the creature's Challenge Rating (CR). The following harvest table can be appended to all the monster harvest tables in this section.

Creature CR	Component DC	Components	Item Rarity
3-6	25	*Frail Essence*	Uncommon
7-11	30	*Robust Essence*	Rare
12-17	35	*Potent Essence*	Very Rare
18-24	40	*Mythic Essence*	Legendary
25+	50	*Deific Essence*	Artifact

You can't harvest a lower-level *Essence* from a higher CR creature—they have only one *Essence*, the one dictated by its CR!

Appearance. *Essence* can look like whatever you want it to: a nebulous ball of energy, a random creature component, or something you extract into a crystal to make it glow. This is intentionally undefined to let you build your own world!

Essence & Balance

Because *Essence* can only be gained by harvesting CR 3 or higher creatures, it acts as a gating mechanism to limit the power of items the party can craft. If you want an especially high magic campaign, consider decreasing the CR at which *Essence* can be harvested. This will allow more powerful items to be crafted at lower levels. If you want a low-magic campaign, do the opposite.

GM Tip: Boss Essence. **When it comes to crafting, only an *Essence's* rarity matters, not the creature it comes from. The most valuable parts of boss monsters are their unique components, not their *Essence*!**

Crafting

The crafting rules below provide what you need to know to craft each item in this book. You can't enchant a *Dragun* Pistol without first creating a Pistol. Within this guide, there are two types of crafting, each associated with a type of crafting check:

- **Manufacturing** is the creation of mundane (nonmagical) items from raw materials by a creature proficient with a tool using a Manufacturing check.
- **Enchanting** is the magification of a mundane item by a spellcaster to give it magical powers using an Enchanting check.

Forging, detailed in *Heliana's Guide*, is where both these processes are combined, allowing a non-spellcasting craftsperson to work magic into raw materials as the item takes shape.

Manufacturing

Despite an adventurer's best efforts, they're probably going to end up with one or two pieces of nonmagical gear. Someone needs to make those items, and the following manufacturing rules put that power in the players' hands.

Requirements & Preparations

To manufacture a mundane item, a creature needs three things: materials, a tool, and time. In some cases, at the GM's discretion, a creature might also need auxiliary equipment.

Materials & Cost. As a rule of thumb, the material cost of an item is one-third of its purchase value. For example, a Breastplate, valued at 400 GP, requires 130 GP of materials. The GM has great latitude in deciding what these mundane materials might be. The Manufacturing DC & Time table on pages 46-47 summarises the material cost of different mundane items.

Potion and spell scroll bases are unique in that there is no base item to compare the material cost to. The cost of these magic items' nonmagical materials is 2 GP and 3 GP, respectively.

Abilities & Tools. Manufacturing an item requires a tool. The tool required depends on the item's type. The GM has considerable leeway in deciding if a tool is applicable or not, and has the final say on the tool required for any item. In addition, different tools require different abilities to use them. Some tools, like Carpenter's Tools, grant a choice of abilities, much like how Finesse weapons let you choose Strength or Dexterity when making an attack roll. See the Tools and Their Products table on the next page for a breakdown of tools, abilities, and item types.

Tool Proficiency. Proficiency with a tool isn't necessary to attempt a Crafting check that requires that tool. If a character does not have the required proficiency, it can still make the check, albeit with **Disadvantage**. At the GM's discretion, this Disadvantage can be avoided if the character receives guidance from a book or a creature with the requisite proficiency.

Manufacturing Check

To manufacture an item, a creature must gather the required equipment, materials, and tools, and spend the requisite time crafting the item. This time need not be continuous. At the end of the crafting time, a creature makes a Manufacturing check using proficiency with the appropriate tool. A success on this check results in a completed item. A failure results in a non-functioning item or, if you use the quirks optional rule (see *Heliana's Guide*), a functioning item with one or more flaws.

Difficulty & Flavour. Mundane items have a manufacturing DC associated with their item type; the more complex the item, the higher the DC. See the Manufacturing DC & Time table on page 46-47 for the full breakdown.

Breastplate Manufacturing

Materials: 130 GP steel ingots & leather
Time: 40 hours
Tools: Smith's Tools
Manufacturing check: DC 18 Constitution or Strength (Smith's Tools)

Tools and Their Products

Tool	Ability	Item Types
Alchemist's Supplies	Intelligence	Miscellaneous (any lotions or salves), Potions
Brewer's Supplies	Constitution	Potions
Calligrapher's Supplies	Dexterity	Scrolls
Carpenter's Tools	Dexterity or Strength	Ammunition (Arrows, Blowgun Needles, and Bolts), Armour (Shields), Musical Instruments, miscellaneous (anything made of wood), Prostheses**, Rods, Staffs, Wands, Weapons (Blowguns, Bows, Clubs, Darts, Greatclubs, Javelins, Polearms)
Cartographer's Tools	Dexterity or Intelligence	Maps, miscellaneous (anything involving paper), Scrolls
Cobbler's Tools	Dexterity or Intelligence	Miscellaneous (footwear)
Cook's Utensils	Constitution	Magical meals*
Glassblower's Tools	Constitution or Dexterity	Miscellaneous (anything made of glass), Rods, Staffs, Wands
Herbalism Kit	Intelligence	Miscellaneous (any lotions or salves), Potions
Jeweller's Tools	Dexterity	Miscellaneous (anything involving jewels or precious metals)
Leatherworker's Tools	Dexterity	Armour (Light or Hide), Weapons (Slings, Whips)
Mason's Tools	Strength	Ammunition (Sling Bullets), miscellaneous (anything made of stone), Weapons (Hammers)
Painter's Supplies	Dexterity	Scrolls
Poisoner's Kit	Dexterity or Intelligence	Poisons
Potter's Tools	Dexterity	Miscellaneous (anything made of clay)
Smith's Tools	Constitution or Strength	Ammunition (Firearm and Sling Bullets), Armour (Heavy or Medium except Hide Armor, Shields), Artillery, Prostheses**, Rods, Staffs, Wands, weapons (Axes, Blackpowder Firearms, Daggers, Flails, Hammers, Javelins, Polearms, Sickles, Swords, War Picks)
Tinker's Tools	Dexterity	Musical Instruments, Prostheses**, Rods, Staffs, Wands, Weapons (Crossbows, Firearms), Wondrous Items (anything with a mechanism)
Weaver's Tools	Constitution or Dexterity	Armour (Padded), miscellaneous (anything made of cloth, cloaks, hats, robes), Weapons (Slings)
Woodcarver's Tools	Dexterity or Strength	Ammunition (Arrows, Blowgun Needles and Bolts), Musical Instruments, Prostheses**, Armour (Shields), miscellaneous (anything made of wood), Rods, Staffs, Wands, Weapons (Blowguns, Bows, Clubs, Darts, Greatclubs, Javelins, Polearms)

Miscellaneous indicates the item could belong to any category. Usually such items specify a material from which they are made. The category this most often applies to is Wondrous Items.

*This is a new item category introduced in *Heliana's Guide to Monster Hunting* and present in other Loot Tavern publications.

**This is a new item category introduced in *Ryoko's Guide to the Yokai Realms* and present in other Loot Tavern publications.

Manufacturing DC & Time

Item Type	Item	Material Cost	Tool	Time	DC	Item Value[1]
Adventuring Gear	Any	Varies	Varies	Varies	Varies	Varies
Ammunition	Arrows (20)	3 SP	Carpenter or Woodcarver	1 hour	13	1 GP
	Bolts (20)	3 SP	Carpenter or Woodcarver	1 hour	13	1 GP
	Firearm Bullet (10)	1 GP	Smith	1 hour	13	3 GP
	Needles (50)	3 SP	Carpenter or Woodcarver	1 hour	13	1 GP
	Sling Bullets (20)	1 CP	Mason or Smith	1 hour	13	4 CP
Armour	Shield	3 GP	Carpenter, Smith, or Woodcarver	8 hours	13	10 GP
Light Armour	Padded Armor	2 GP	Leatherworker or Weaver	8 hours	13	5 GP
	Leather Armor	3 GP	Leatherworker	16 hours	15	10 GP
	Studded Leather Armor	15 GP	Leatherworker	24 hours	17	45 GP
Medium Armour	Hide Armor	3 GP	Leatherworker	8 hours	13	10 GP
	Chain Shirt	17 GP	Smith	16 hours	15	50 GP
	Scale Mail	17 GP	Smith	24 hours	17	50 GP
	Breastplate	130 GP	Smith	40 hours	18	400 GP
	Half Plate Armor	250 GP	Smith	80 hours	19	750 GP
Heavy Armour	Ring Mail	10 GP	Smith	16 hours	15	30 GP
	Chain Mail	25 GP	Smith	32 hours	16	75 GP
	Splint Armor	70 GP	Smith	40 hours	18	200 GP
	Plate Armor	500 GP	Smith	200 hours	20	1,500 GP
Musical Instrument	Any	20 GP	Carpenter, Tinker, Woodcarver	16 hours	15	60 GP
Potion Base	Any	2 GP	Alchemist, Brewer, Herbalism	2 hours	15	5 GP
Ring	Any	Varies[4]	Jeweller	8 hours	15	Varies[3]
Rod, Staff, Wand	Any	Varies[4]	Varies	8 hours	17	Varies[3]
Spell Scroll Base	Any	3 GP	Calligrapher, Cartographer, Painter	2 hours	15	10 GP
Simple Melee Weapon	Club	3 CP	Carpenter or Woodcarver	0.25 hours	14	1 SP
	Dagger	7 SP	Smith	1 hour	14	2 GP
	Greatclub	7 CP	Carpenter or Woodcarver	0.5 hours	14	2 SP
	Handaxe	2 GP	Smith	3 hours	14	5 GP
	Javelin	3 SP	Carpenter, Smith, or Woodcarver	1 hour	14	**1 GP**
	Light Hammer	7 SP	Mason or Smith	1 hour	14	2 GP
	Mace	2 GP	Mason or Smith	3 hours	14	5 GP
	Quarterstaff	2 SP	Carpenter, Smith, or Woodcarver	0.5 hours	14	**5 SP**
	Sickle	3 SP	Smith	1 hour	14	1 GP
	Spear	3 SP	Carpenter, Smith, or Woodcarver	1 hour	14	1 GP
Simple Ranged Weapon	Dart (20)	3 CP	Carpenter or Woodcarver	1 hour	14	**1 SP**
	Light Crossbow	8 GP	Tinker	12 hours	14	25 GP
	Shortbow	8 GP	Carpenter or Woodcarver	12 hours	14	25 GP
	Sling	3 CP	Leatherworker or Weaver	0.25 hours	14	1 SP

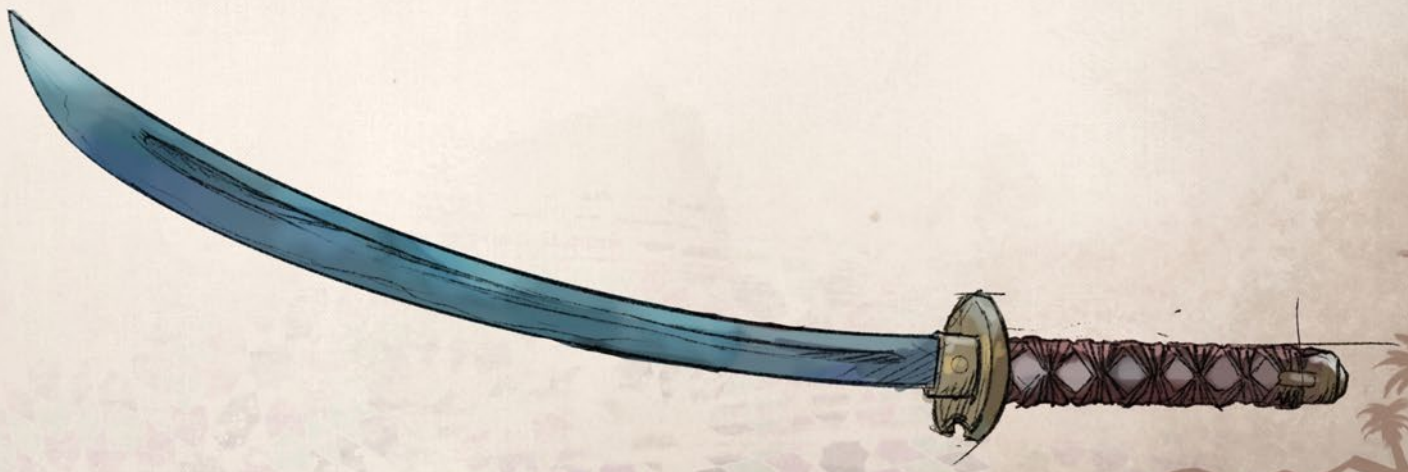
Item Type	Item	Material Cost	Tool	Time	DC	Item Value[1]
Martial Melee Weapon	Battleaxe	3 GP	Smith	6 hours	17	10 GP
	Flail	3 GP	Smith	6 hours	17	10 GP
	Glaive	7 GP	Carpenter, Smith, or Woodcarver	12 hours	17	20 GP
	Greataxe	10 GP	Smith	18 hours	17	30 GP
	Greatsword	17 GP	Smith	24 hours	17	50 GP
	Halberd	7 GP	Carpenter, Smith, or Woodcarver	12 hours	17	20 GP
	Lance	3 GP	Carpenter, Smith, or Woodcarver	6 hours	17	10 GP
	Longsword	5 GP	Smith	8 hours	17	15 GP
	Maul	3 GP	Mason or Smith	6 hours	17	10 GP
	Morningstar	3 GP	Smith	6 hours	17	**10 GP**
	Pike	3 GP	Carpenter, Smith, or Woodcarver	6 hours	17	**10 GP**
	Rapier	8 GP	Smith	12 hours	17	25 GP
	Scimitar	3 GP	Smith	6 hours	17	**10 GP**
	Shortsword	3 GP	Smith	6 hours	17	10 GP
	Trident	2 GP	Carpenter, Smith, or Woodcarver	3 hours	17	5 GP
	War Pick	2 GP	Smith	3 hours	17	5 GP
	Whip	7 SP	Leatherworker	1 hour	17	2 GP
	Warhammer	5 GP	Mason or Smith	8 hours	17	15 GP
Martial Ranged Weapon	Blackpowder Blunderbuss	15 GP	Smith, Tinker	18 hours	17	50 GP
	Blackpowder Musket	10 GP	Smith, Tinker	18 hours	17	30 GP
	Blackpowder Pistol	5 GP	Smith, Tinker	10 hours	17	15 GP
	Blackpowder Revolver	15 GP	Smith, Tinker	18 hours	17	50 GP
	Blackpowder Rifle	15 GP	Smith, Tinker	24 hours	17	50 GP
	Blowgun	3 GP	Carpenter or Woodcarver	6 hours	17	10 GP
	Hand Crossbow	25 GP	Tinker	40 hours	17	75 GP
	Heavy Crossbow	17 GP	Tinker	24 hours	17	50 GP
	Longbow	17 GP	Carpenter or Woodcarver	18 hours	17	50 GP
	Musket	167 GP	Tinker	24 hours	17	500 GP
	Pistol	83 GP	Tinker	10 hours	17	250 GP
Wondrous Item[4]	Any	Varies[4]	Varies[5]	8 hours	15	Varies[3]

[1] Item values in bold are different to the SRD (core 5e rules).

[2] This is a new item type which you can find in *L'Arsene's Ledger of Treasure and Trinkets.*

[3] These items have a great variety in their constituent materials, from a gnarled tree root with a cost similar to a Quarterstaff (2 SP) to gold and jewel-encrusted items fit for royalty. Regarding Rods, Staffs, and Wands, you can choose a weapon that is close in material and appearance to how you picture this item.

[4] This can include nonmagical instruments like a compass, telescope, or the mundane component of a magical Wondrous Item. The required tool and component cost is entirely up to the GM's discretion!



Enchanting

Enchanting involves extracting the magical power from monster components and applying them to mundane items. In practice, this can take the form of physically grafting the components to the item or, for the magically inclined, direct transfer of magical power.

Requirements & Preparations

To begin enchanting, you must meet the following requirements.

Materials. The required materials for enchanting are: a mundane item, a monster component, and an *Essence*. The first two are determined by the item's recipe, while the latter is determined by the item's rarity (see Enchanting Rarity, DC, and Time table).

Essence. While magic items gain their nuances from the monster components used in their creation, the amplitude of the item's power is derived from a substance known as *Essence*. The more rare the item, the more powerful it is, and the more potent the *Essence* required.

If you use a rarer *Essence* than required for a particular item, the item gains the rarity of the *Essence* used, affecting the time and DC required to make it (see below). For example, if you make a *Helm of Telepathy* using a *Robust Essence*, it would be Rare instead of Uncommon, requiring 80 hours instead of 20 hours to craft. At the GM's discretion, the power of the item can be increased accordingly, perhaps by increasing the DC of the saving throws to match the new rarity (from DC 13 to 15), or even adding other effects.

Spell Scrolls. *Spell Scrolls* are unique in that the creature crafting the *Spell Scroll* also needs to have the spell they are crafting prepared.

2014

Crafting Spell Scrolls

If you're using the 2014 version of the 5th-edition rules, use the following changes.

Rather than having the spell prepared, creatures must know the spell they are crafting. For Wizards, this means having the spell in their spellbook; for Bards, Benders, Rangers, Sorcerers, Tamers, and Warlocks, this means having the spell in their list of known spells; and for Clerics, Druids, and Paladins, this means any spell in their list.

Skills. As with harvesting, the skill associated with the Enchanting check depends on the type of creature the component was harvested from. So, if you're making a *Dragun* Pistol, which requires a *Dragon Breath Sac* as its component, you would make an ability check using Survival. See the Creature Types and Associated Skills table for the full breakdown.

Creature Types and Associated Skills

Creature Type	Skill
Aberration	Arcana
Beast	Survival
Celestial	Religion
Construct	Investigation
Dragon	Survival
Elemental	Arcana
Fey	Arcana
Fiend	Religion
Giant	Medicine
Humanoid	Medicine
Monstrosity	Survival
Ooze	Nature
Plant	Nature
Undead	Medicine

Spellcasting Ability. Unlike harvesting, only creatures with a spellcasting ability can enchant, as the ability used in the crafting check must be the creature's spellcasting ability (typically Intelligence, Wisdom, or Charisma). A Wizard (whose spellcasting ability is Intelligence) enchanting a Pistol into a *Dragun* would thus make an **Intelligence (Survival)** check.

Enchanting Rarity, DC, and Time

Item Rarity	Essence	Enchanting Check DC	Enchanting Time (Hours)		
			Consumable	Non-Attunement	Attunement
Common	—	12	0.5	1	2
Uncommon	*Frail*	15	4	10	20
Rare	*Robust*	18	20	40	80
Very Rare	*Potent*	21	80	160	320
Legendary	*Mythic*	25	320	640	1,280
Artifact	*Deific*	30	50,000	100,000	200,000

Enchanting Check

To enchant an item, a creature must gather the required materials and spend the requisite time crafting the item. This time need not be continuous. At the **end** of the entire enchanting time, a creature makes an Enchanting check with its spellcasting ability using proficiency with the appropriate skill. A success on this check results in a completed enchantment. On a failure, the enchantment can still take hold, but the item gains a number of flaws based on the difference between the result of the check and the check's DC (see Number of Flaws Gained table). Success or failure, the *Essence* and component are consumed.

Difficulty & Time. The DC and time required for the Enchanting check depend on the rarity of the magic item being crafted and whether or not it has Attunement; the rarer the item, the more difficult and time consuming it is to craft. This is broken down in the Enchanting Rarity, DC, and Time table. Enchanting doesn't have to be done all in one go—a typical enchanter might only work for 8 hours each day.

Dragun (Pistol) Enchanting

Rarity: Rare
Materials: Pistol, *Dragon Breath Sac*, *Robust Essence*
Time: 80 hours
Enchanting check: DC 18 spellcasting ability (Survival)

Quirks: Flaws

Unlike standard ability checks, succeeding or failing a crafting check doesn't mean that you do or don't make the item. Instead, the item can end up having quirks; properties that affect the item in favourable or detrimental ways. Unhelpful quirks are known as flaws, while advantageous ones are referred to as boons. Additional information about boons and flaws can be found in *Heliana's Guide*.

Flaws. When an item is being enchanted, it is easy for complex magic to go awry, or the ripples of chronomancy and paradoxes to impart wibbly-wobbly, timey-wimey side effects, giving it unusual quirks. When you make an enchanting check, subtract the crafting DC from the check's result, and consult the Number of Flaws Gained table to determine the number of flaws the item gains. Then, roll a d20 on the Enchanting Flaws table to determine which flaws the item gains, re-rolling any duplicates. Using an essence of the item's rarity, you can reattempt an enchanting check. The item's quirks are replaced with new ones (if any) depending on the result of the new check.

Number of Flaws Gained

Enchanting Check Result Minus Crafting DC	Number of Flaws Gained
-13 or less	Total failure, item destroyed
-12 to -9	Three flaws
-8 to -5	Two flaws
-4 to -1	One flaw
0 or more	No flaws

If the item is attuneable, then the quirk is only applied to a creature while it is attuned to the item. If the item is consumable (e.g., a potion, magical meal, or scroll), then the quirk is present for the duration of the item's effect or, if the item has no duration (like a *Potion of Healing*), **1 hour**. If the item is neither attuneable nor consumable, then the quirk is active while the item is in the creature's possession, whether it is being held, carried, or worn.

Enchanting Flaws

1d20	Flaw
1	TBD
2	TBD
3	TBD
4	TBD
5	TBD
6	TBD
7	TBD
8	TBD
9	TBD
10	TBD
11	TBD
12	TBD
13	TBD
14	TBD
15	TBD
16	TBD
17	TBD
18	TBD
19	TBD
20	TBD

Crafting Summary

Manufacturing

Requirements

Mundane Components
Raw crafting ingredients in GP

Tool
Determines tool ability
Proficiency with tool required to avoid penalty

Manufacturing Check

Tool Ability
Ability used for check

Tool Proficiency
Recommended, but not required

Time & DC
Determined by mundane item being crafted

Outputs

Mundane Item

Manufacturing Quirk(s)
See Heliana's Guide

Enchanting

Requirements

Mundane Item
Base item for Enchanting

Monster Component
Harvested from monster

Essence
Harvested from monster

Spellcasting
Required for Enchanting Check

Spell Prepared
Only required for Spell Scrolls

Enchanting Check

Spellcasting Ability
Ability used for check

Skill Proficiency
Determined by Component used

Time & DC
Determined by Essence used

Outputs

Magic Item

Enchanting Quirks
See Heliana's Guide

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Equipment

This section details the new gear adventurers can acquire, as well as the weapons unique to this land.

New Weapon Properties

Zaman's Guide introduces one new weapon property, Loud, and one modified property, Reload.

Loud (X)

The sound of the weapon (typically a firearm) being used to make a ranged attack is audible to creatures within a number of feet as specified by the number in parentheses after the Loud property. This range is doubled in echoey locations, such as cave systems, and where sound travels faster, such as underwater.

Reload (X)

A number of pieces of ammunition, specified by the number in parentheses after the Reload property, can be loaded into this weapon. Making a ranged attack with the weapon uses one piece of ammunition from the amount within. When the weapon has no ammunition left, a creature must use an action to reload it before it can be used to make ranged attacks again. A creature can reload a weapon before it runs out of ammunition, replacing or adding to the ammunition already inside, up to the maximum amount the weapon can hold.

A creature can use magical or specialised ammunition that has been loaded into the weapon for any ranged attack made with the weapon (creature's choice for each attack).

New Weapons: Blackpowder Firearms

The following table presents five options for blackpowder firearms—new weapons introduced in *Zaman's Guide*. Additional details for each weapon can be found in their respective sections.

GM Tip: Blackpowder vs Magitech

Heliana's Guide **first introduced firearms as Magitech Weapons—deadly combinations of magic and technology, expensive but worth every Copper Piece. In order to make more options available for Gunners without gating them behind a high price point, *Zaman's Guide* introduces blackpowder firearms. These versions work similarly to the ones in Heliana's Guide, with some slight balancing tweaks that allow them to exist at a lower cost, on par with other weapons in the game.**

The magitech firearms in *Heliana's Guide* are fully compatible with this class, but be aware that if your player characters have money to spend on them, they can represent a considerable increase in power. Blackpowder firearms are recommended for use with the Gunner class.

Bullets

Blackpowder Firearms

Then Thang

Blackpowder Firearms

Weapon	Damage	Properties	Mastery*	Item Value	Weight	Manufacturing			
						Material Cost	Tool	DC	Time
Martial Ranged Weapons									
Blunderbuss	3d4 Piercing	Ammunition (Range 20/60; Firearm Bullets), Loud (1,000), Reload (1), Two-Handed	Graze	50 GP	5 lb.	15 GP	Smith, Tinker	17	18 hrs
Musket	1d12 Piercing	Ammunition (Range 80/240; Firearm Bullets), Loud (1,000), Reload (1), Two-Handed	Sap	30 GP	10 lb.	10 GP	Smith, Tinker	17	18 hrs
Pistol	1d6 Piercing	Ammunition (Range 40/120; Firearm Bullets), Light, Loud (500), Reload (2)	Nick	15 GP	2 lb.	5 GP	Smith, Tinker	17	10 hrs
Revolver	1d8 Piercing	Ammunition (Range 60/240; Firearm Bullets), Light, Loud (500), Reload (6)	Vex	50 GP	2 lb.	15 GP	Smith, Tinker	17	18 hrs
Rifle	1d10 Piercing	Ammunition (Range 120/480; Firearm Bullets), Loud (1,000), Reload (2), Two-Handed	Slow	50 GP	8 lb.	15 GP	Smith, Tinker	17	24 hrs

*When using the 2024 version of the rules only.

Blunderbuss

Blunderbusses are firearms boasting a large barrel flared at the muzzle, which fire shot or similar projectiles in a narrow spread at short distances. They have the Ammunition (Range 20/60; Firearm Bullets), Loud (1,000), Reload (1), and Two-Handed properties, and deal **3d4** Piercing damage on a hit.

Musket

Muskets are muzzle-loaded firearms with long barrels, traditionally reloaded after each shot. They have the Ammunition (Range 80/240; Firearm Bullets), Loud (1,000), Reload (1), and Two-Handed properties, and deal **1d12** Piercing damage on a hit.

Pistol

Pistols are one-handed firearms, whose small size and light weight make them especially easy to handle. They have the Ammunition (Range 40/120; Firearm Bullets), Light, Loud (500), and Reload (2) properties, and deal **1d6** Piercing damage on a hit.

Revolver

Revolvers are one-handed firearms with a rotating cylinder that contains several chambers, allowing for greater ammunition capacity. They have the Ammunition (Range 60/240; Firearm Bullets), Loud (500), and Reload (6) properties, and deal **1d8** Piercing damage on a hit.

Rifle

Rifles are long-barreled firearms boasting superior accuracy due to the grooves on the inside of their barrels, which confer spin to fired projectiles. They have the Ammunition (Range 120/480; Firearm Bullets), Loud (1,000), Reload (2), and Two-Handed properties, and deal **1d10** Piercing damage on a hit.

Magitech Revolver

Crafting Recipes

The following table catalogues every magic item in this book, *Zaman's Guide to the End of Time*, as well as the items found and crafted in the companion adventure book, *Cradle of the Chronowyrm*. It is the GM's choice if and how a character knows a magic item recipe. The items are listed alphabetically by type and then name. Here's how to interpret the table:

Name. The name of the magic item. Items in **bold** are made from boss monster components, which are listed in the Metadata column. To make these items a little more unique, you can decide that the component used to craft the item be harvested from the boss monster.

Type (Metadata). The item's type. If an item has multiple types (such as "Rod, Staff, or Wand"), it is listed under the first type alphabetically ("Rods").

A superscript 'W' ('W') indicates that this is a new weapon type, the rules for which can be found on page 52. The word 'any' is used to denote that the magic item can take the form of multiple types. For example:

- **Any Axe:** These Melee weapons have a steel blade attached at a right angle to a wooden handle. Common examples include Battleaxes, Greataxes, and Handaxes.
- **Any Bow:** These Ranged weapons use a taut string attached to both ends of a curved piece of wood to shoot arrows at high speeds. Common examples include Longbows and Shortbows.
- **Any Firearm:** These Ranged weapons employ a plethora of different artifices to propel ferrous bullets at high speeds, such as arcanomagnetic engines or controlled explosive materials. Blackpowder firearms are commonly found in the shape of Blunderbusses, Muskets, Pistols, Revolvers, and Rifles.
- **Any Hammer:** These Melee weapons have hefty heads attached to a handle, and are meant to deliver heavy blows in a concentrated area. Common examples include Light Hammers, Maces, Mauls, and Warhammers, but you might also include Clubs or Greatclubs.
- **Any Polearm:** These Melee weapons have long shafts armed with blades, spikes, or other means of striking foes from a safe distance. Common examples include Glaives, Halbers, Pikes, Quarterstaves, Spears, and Tridents, or Lances.
- **Any Sword:** These Melee weapons have long bladed edges intended for cutting or thrusting. Common examples include Greatswords, Longswords, Rapiers, Scimitars, and Shortswords; but you might also include Daggers, or even Glaives.

You can also take the properties of one magic item and apply it to another. For example, you might want a *Crosscurrent* Maul instead of a Sword, or a Scale Mail version of a *Rawhide Regalia*. The art might not make sense, but this will not break your game.

Value. The suggested price to purchase the item "off the shelf" in gold pieces. This can vary considerably from the price an adventurer might pay if they sourced all the ingredients separately and is a representation of the demand for that type of item. These prices can, and should, change to fit your world.

Rarity. The item's rarity, represented using abbreviations: C, Common; U, Uncommon; R, Rare; V, Very Rare; L, Legendary; A, Artifact.

Note: If an item changes rarity, so too does its **save DC**: Common, **11**; Uncommon, **13**; Rare, **15**; Very Rare, **16**; Legendary, **17**.

Attunement. Indicates whether an item requires Attunement ("Att"), what type of Attunement, and if it is consumable ("C"). See "Attunement Options" below for details on new types of Attunement. This column uses the following abbreviations: Enh, enhanced; Opt, optional; Req, required. A superscript 'S' ('S') indicates a creature needs to be a spellcaster and a '+' indicates there are other, specific limitations. Blank ("—") means no attunement is required.

Type (Component Details). The types of creature from which a component must be harvested.

Metatag. An optional rule that can grant **advantage** on Crafting checks or can be a requirement to craft an item. For example, the *Staff of Bottled Time* calls for a *Aberration (Jinn) Heart*. The metatag indicates the *Aberration Heart* should come from a Jinn. A **bolded** metatag indicates an original Loot Tavern monster.

Component. The specific component(s) required to give a magic item its magical effects. A superscript 'V' ('V') indicates a volatile component (for use with the optional rule in *Heliana's Guide*).

Page. The page in this book on which the item, its art, and its mechanics can be found. In the digital version, you can click these numbers to jump to that page, and click the item's name to jump back to the table.

Attunement Options

Some items in *Zaman's Guide* and *Cradle of the Chronowyrm* have new types of Attunement: Enhanced and Optional.

Enhanced. Properties described as being 'Enhanced Attunement', labelled 'EA' in the item itself and 'Enh' in the tables, are additional magical features that can be unlocked. Usually, this requires the player to fulfill a prerequisite, such as the completion of a task, or, more simply, accepting some downsides associated with the enhancement. Any other properties the item has (i.e. those not labelled 'EA') require Attunement as normal.

Optional. Properties described as being 'Optional Attunement', labelled 'OA' in the item itself and 'Opt' in the tables, grant their benefits only when a character attunes to the item. Any other properties the item has (i.e. those not labelled 'OA') are granted to the item's user even if they aren't attuned.

Name	Metadata				Component Details			Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
Ammunition								
Lifepoint	Weapon (Arrow)	4,780 28,310	V L	C	Celestial	—	Heart	201
Ballistick	Weapon (Firearm Bullet)	290 1,250 5,430	U R V	C	Plant	Treant	Bark	228
Blue Shell	Weapon (Firearm Bullet)	4,960 28,800	V L	C	Dragon	—	Pouch of Scales	229
Bullet of Tomorrow*	Weapon (Firearm Bullet)	230 990 4,780	U R V	C	Dragon	**Paradox**	Bone	XX[c]
Bullette	Weapon (Firearm Bullet)	20 1,300 5,790	C R V	C	Monstrosity	Bulette	Chitin	229
Crit Happens	Weapon (Firearm Bullet)	180 810 4,780	U R V	C	Aberration	**Jinn**	Bone	229
Deceiver's Kiss*	Weapon (Firearm Bullet)	240 750 5,730	U R V	C	Fiend	**Shaitan**	Eye	XX[c]
Excalibre	Weapon (Firearm Bullet)	2,340 13,400	R V	Req	Celestial	—	Pouch of Feathers	232
Lead Zeppelin	Weapon (Firearm Bullet)	1,300 6,200 29,780	R V L	C	Construct	—	Plating	232
Live Round	Weapon (Firearm Bullet)	630 2,490	U R	Req	Construct	—	Lifespark[v]	230
Miss Fire	Weapon (Firearm Bullet)	640 2,570	U R	Req	Construct	—	Lifespark[v]	230
Pop-Pop Pod	Weapon (Firearm Bullet)	220 350 2,700	U R V	C	Plant	—	Pouch of Pollen	233
Powder Pellet*	Weapon (Firearm Bullet)	300 1,300 5,370	U R V	C	Elemental	**Blackpowder Jinn**	Primordial Dust	XX[c]

*This item appears in *Cradle of the Chronowyrm*, the companion adventure book to *Zaman's Guide*.
[c] Indicates the page number is from *Cradle of the Chronowyrm*

Name	Metadata				Component Details			Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
Prey-Maker*	Weapon (Firearm Bullet)	180 960 5,070	U R V	C	Monstrosity	**Kaftar Matriarch**	Phial of Blood	XX[c]
Pricklepellet*	Weapon (Firearm Bullet)	210 870 4,960	U R V	C	Plant	**Dunedrinker**	Pouch of Needles	XX[c]
Round of Applause	Weapon (Firearm Bullet)	300 1,300 5,370	U R V	C	Construct	—	Gears	234
Scarabullet	Weapon (Firearm Bullet)	260 1,120	U R	C	Beast	—	Pincer	235
Shell-Shock	Weapon (Firearm Bullet)	1,180 5,610 26,830	R V L	C	Elemental	—	Volatile Mote of Air[v]	235
Slugfest	Weapon (Firearm Bullet)	270 1,270 5,670	U R V	C	Fey	**Elation Jinn**	Pouch of Dust	236
*Spacetime Destabiliser**	Weapon (Firearm Bullet)	220 960 5,190	U R V	C	Magical Material	—	Timeglass Smokeshard	XX[c]
Timethief*	Weapon (Firearm Bullet)	240 1,300 5,580	U R V	C	Celestial	**Chronos-phinx**	Bone	XX[c]
Tyrant's Gaze*	Weapon (Firearm Bullet)	220 980	U R	C	Undead	**Tomb Tyrant**	Pouch of Teeth	XX[c]
Armour								
Barding, +1	Armour (Any Barding)	510	U	—	Monstrosity	Gorgon	Bone	237
Barding, +2	Armour (Any Barding)	2,210	R	—	Monstrosity	Gorgon	Bone	237
Barding, +3	Armour (Any Barding)	9,930	V	—	Monstrosity	Gorgon	Bone	237
Resizable Barding	Armour (Any Barding)	360 2,050 8,940	U R V	—	Aberration	**Jinn**	Hide	239
Water-Porter Wear	Armour (Any Light or Hide)	230 2,490 12,600	C R V	Req	Elemental	—	Volatile Mote of Water[v]	197
Sand Sovereign's War Plate	Armour (Any Heavy)	730 4,780 12,700	U R V	Req	Celestial	—	Heart	203
Raiment of Fleeting Shadows	Armour (Breastplate)	410 4,070 15,250	U R V	Req	Fey	—	Hair	216

*This item appears in *Cradle of the Chronowyrm*, the companion adventure book to *Zaman's Guide*.
[c] Indicates the page number is from *Cradle of the Chronowyrm*

Name	Metadata				Component Details			Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
Rawhide Regalia	Armour (Light or Hide)	370 420 590	U U U	Opt	Beast	—	Pelt	191
Horologist's Legacy*	Armour (Light, Medium, or Heavy)	360 1,490 6,960	U R V	—	Celestial	**Chronos-phinx**	Heart[V]	XX[C]
Prickleplate*	Armour (Light, Medium, or Heavy)	710 3,090 12,250	U R V	Opt	Plant	**Dunedrinker**	Thornrib	XX[C]
Timelord Armour*	Armour (Light, Medium, or Heavy)	3,830 11,300 54,440	R V L	Req	Dragon	**Paradox**	Heart	XX[C]
Soulbinder Shield	Armour (Shield)	2,000 10,690 45,740	R V L	—	Undead	—	Undying Heart[V]	205
Spatial Plumeshield*	Armour (Shield)	570 3,010 10,680	U R V	Req	Magical Material	—	Smokeglass	XX[C]
Potions								
*Anti-Imaginal Tonic**	Potion	220 1,880	U R	C	Aberration	**Jinn**	Phial of Blood	XX[C]
Elixir of Eternity*	Potion	27,820	L	C	Dragon	**Paradox**	Phial of Blood	XX[C]
*Moon Oil**	Potion	30 250 1,820	C U R	C	Plant	**Moonbloom**	Phial of Sap	XX[C]
Prostheses								
Grasp of Reality*	Prosthesis**	730 4,030 13,300	U R V	Req	Elemental	**Amalgam**	Core of Earth[V]	XX[C]
Kaftar's Kiss*	Prosthesis**	390 1,580 7,370	U R V	—	Monstrosity	**Kaftar Matriarch**	Tongue	XX[C]
Thigh Noon*	Prosthesis**	750 3,320 11,730	U R V	Req	Elemental	**Blackpowder Jinn**	Gunmetal Horn	XX[C]
Trigger Finger*	Prosthesis**	730 3,320 11,730	U R V	Req	Elemental	**Blackpowder Jinn**	Gunmetal Horn	XX[C]
Rings								
*Blazing Ring**	Ring	340	U	—	Elemental	**Blaze**	Volatile Mote of Fire[V]	XX[C]
*Spacetime Stabiliser**	Ring	2,650	R	C	Magical Material	—	Timeglass Smokeshard	XX[C]
The Twin Snakes	Ring	900 10,000 57,320	U V L	Req	Fey	—	Brain	195

*This item appears in *Cradle of the Chronowyrm*, the companion adventure book to *Zaman's Guide*.

[C] Indicates the page number is from *Cradle of the Chronowyrm*

** This is a new item category introduced in *Ryoko's Guide to the Yokai Realms* and present in other Loot Tavern publications, including *Cradle of the Chronowyrm*.

Name	Metadata				Component Details			Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
Rods, Staffs, and Wands								
Boomstick*	Wand	470 1,780 6,990	U R V	—	Elemental	**Blackpowder Jinn**	Primordial Dust	XX[c]
*Cheese Stick**	Rod, Staff, or Wand	530 3,520 11,100	U R V	Req	Plant	—	Pouch of Spores[v]	XX[c]
Sandblight Sceptres*	Rod	2,650 11,400 67,810	U R V	Req[s]	Undead	**Tomb Tyrant**	Main Eye	XX[c]
Shaitan's Snakestaff*	Staff	730 3,670 13,100	U R V	Req[s]	Fiend	**Shaitan**	Snaketail	XX[c]
Splinterstaff*	Staff	3,280 14,600 68,330	R V L	Req[s]	Plant	**Dunedrinker**	Pouch of Pollen[v]	XX[c]
Staff of Bottled Time	Staff	740 3,360 12,400	U R V	Req[s]	Aberration	**Jinn**	Heart	217
Staff of Judgement	Staff	590 2,180 11,950	U R V	Req[s]	Celestial	—	Pouch of Feathers	207
Weapons								
Sun Sliver Scarab	Weapon (Any Axe)	360 1,840 7,860 40,490	U R V L	—	Celestial	—	Soul[v]	208
Canine Cannon	Weapon (Any Firearm)[w]	50 460 1,700	C U R	—	Monstrosity	Mimic	Pouch of Teeth	221
Mood Swing	Weapon (Any Bow)	470 2,190 10,750	U R V	—	Fey	**Jinn**	Psyche[v]	212
Dragun	Weapon (Any Firearm)[w]	3,850 14,030 90,210	R V L	Req	Dragon	—	Breath Sac[v]	221
Master Piece	Weapon (Any Firearm)[w]	710 5,290 15,480	U R V	Req[+]	Aberration	—	Bone	224
*Problem-Solver**	Weapon (Any Firearm)[w]	310 1,530 6,900	U R V	—	Construct	—	Gears	XX[c]
Sarcophagun	Weapon (Any Firearm)[w]	720 2,490 9,800	U R V	Req	Undead	—	Undying Flesh	226

*This item appears in *Cradle of the Chronowyrm*, the companion adventure book to *Zaman's Guide*.
[c] Indicates the page number is from *Cradle of the Chronowyrm*

Name	Metadata				Component Details			Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
Shooting Star	Weapon (Any Firearm)[w]	480 2,070 10,110	U R V	—	Celestial	—	Pouch of Dust	227
Splash Damage	Weapon (Any Firearm)[w]	490 2,020 8,940	U R V	—	Elemental	—	Volatile Mote of Air[v]	227
Timestopper*	Weapon (Any Firearm)[w]	660 3,140 11,800	U R V	Req	Celestial	**Chronos-phinx**	Timesand	XX[c]
Last Roar	Weapon (Any Melee)	260 3,420 11,150	U R V	Opt	Beast	Lion	Pelt	190
Maw of Oumdabaa*	Weapon (Any Polearm)	670 3,540 9,600	U R V	Req	Monstrosity	**Kaftar Matriarch**	Pouch of Teeth	XX[c]
Crosscurrent	Weapon (Any Sword)	1,970 9,180	R V	—	Elemental	—	Volatile Mote of Water[v]	188
Starsign Zulfikar	Weapon (Any Sword)	30 540 2,840	C U R	—	Celestial	—	Phial of Blood	218
Breechloader Lance	Weapon (Blunderbuss)[w]	760 4,270 11,580	U R V	Opt	Construct	—	Metal Plating	220
Eventide	Weapon (Dagger)	3,130 15,150 64,530	R V L	Enh	Celestial	—	Heart	189
Katar Handcannon	Weapon (Dagger)	40 640 1,930	C U R	—	Elemental	—	Bone	211
Tick & Tock*	Weapon (Dagger and Shortsword)	4,800 15,060 73,640	R V L	Req	Dragon	**Paradox**	Horn	XX[c]
Kaleidocrusher	Weapon (Flail)	4,390 11,300 65,320	R V L	Req	Dragon	Chromatic	Pouch of Scales	211
Snapjaw Cleaver	Weapon (Greataxe)	480 2,410 3,010	U R V	—	Beast	Crocodile	Bone	204
Aggroculture	Weapon (Musket)[w]	5,250 12,800	R V	Req	Plant	—	Bark	219
*Double Whammy**	Weapon (Pistol)[w]	360 1,790 8,010	U R V	—	Elemenal	**Jinn**	Volatile Mote of Fire[v]	XX[c]
High Noon	Weapon (Pistol)[w]	760 2,340	U R	Req	Elemental	—	Volatile Mote of Fire[v]	222

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Name	Metadata				Component Details			Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
Plasma Gun	Weapon (Pistol)[W]	450 1,730 8,800	U R V	—	Undead	—	Phial of Congealed Blood	224
Revolving Wrist Wrecker	Weapon (Revolver)[W]	3,910 12,730	R V	Req[+]	Construct	—	Plating	224
The Needler*	Weapon (Revolver or Rifle)[W]	450 2,110 10,110	U R V	—	Plant	**Dunedrinker**	Pouch of Needles	XX[C]
Jetstream Jezail	Weapon (Rifle)	610 1,730 11,570	U R V	—	Elemental	—	Core of Air[V]	223
Blades of the Infernal Sun*	Weapon (Scimitar)	740 2,860 10,810	U R V	Req	Fiend	**Shaitan**	Horn	XX[C]
Ptav's Venomous Pair	Weapon (Scimitar)	400 1,800 8,100	U R VR	—	Beast	—	Poison Gland	202
Hungering Spear	Weapon (Spear)	650 4,210 13,300	U R V	Req	Undead	**Boujloud Chimera**	Bone	210
*Temporal Shardspear**	Weapon (Spear)	530 2,380 9,480	U R V	Req	Magical Material	—	Timeshard	XX[C]
Wondrous Item								
Blow-By Bellows	Wondrous Item	300	U	C	Elemental	—	Volatile Mote of Air[V]	XX[C]
Bridle of Preservation	Wondrous Item	420 8,070	U V	—	Undead	Mummy	Undying Heart[V]	239
Cacklecloak*	Wondrous Item	550 3,050 9,500	U R V	Req	Monstrosity	**Kaftar Matriarch**	Pelt	XX[C]
Carpetcape	Wondrous Item	450 2,120 14,600	U R V	—	Giant	Cloud	Hair	209
Chronocloak*	Wondrous Item	4,470 13,080 62,300	R V L	Req	Dragon	**Paradox**	Pouch of Feathers	XX[C]
*Chronocube**	Wondrous Item	30 420 1,530	C U R	—	Aberration	**Paradox Jinn**	Heart	XX[C]
Daybreak	Wondrous Item	4,540 15,100 66,760	R V L	Req	Celestial	—	Soul[V]	189
*Dr. Ringer's Extraordinary Chewing Tobacco**	Wondrous Item	320	U	C	Plant	—	Pouch of Leaves	XX[C]

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Name	Metadata				Component Details			Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
Gilded Mantle	Wondrous Item	400 1,810 7,130	U R V	—	Celestial	—	Pouch of Feathers	199
Hail & Fire*	Wondrous Item	460 1,340 8,880	U R V	—	Undead	**Tomb Tyrant**	Wrappings	XX[c]
Headlights	Wondrous Item	430 1,670 7,830	U R V	—	Elemental	**Jinn**	Core of Fire[v]	238
Helm of Ages*	Wondrous Item	2,180 9,600 56,010	R V L	Req	Celestial	**Chronos-phinx**	Golden Mask	XX[c]
*Horologist's Badge**	Wondrous Item	460	U	—	Aberration	—	Chitin	XX[c]
Jars of Canopic Rebirth								
Baboon	Wondrous item	4,540	R	Req	Construct	**Grief Jinn**	Stone	200
Crocodile	Wondrous item	14,000	V	Req	Construct	**Grief Jinn**	Stone	200
Falcon	Wondrous item	54,180	L	Req	Construct	**Grief Jinn**	Stone	200
Human	Wondrous item	3,800	R	Req	Construct	**Grief Jinn**	Stone	200
Jackal	Wondrous item	12,200	V	Req	Construct	**Grief Jinn**	Stone	200
*Moonscreen**	Wondrous Item	30 250 1,820	C U R	C	Plant	**Moonbloom**	Phial of Sap	XX[c]
*Parabox**	Wondrous Item	20 380	C U	C —	Aberration	—	Bone	XX[c]
Permanence Cuffs	Wondrous Item	15,100 57,320	V L	Opt	Aberration	**Anomaly**	Heart	213
Phantom Perch	Wondrous Item	430 1,640	U R	—	Beast	—	Heart	214
*Pommel of Possibility**	Wondrous Item	40	C	—	Aberration	—	Eye	XX[c]
Rabab of Relativity	Wondrous Item	750 5,290 11,450	U R V	Req+	Aberration	**Anomaly**	Brain	215
Radiate Crown	Wondrous Item	350 1,540 8,480	U R VR	—	Celestial	Solar	Soul[v]	202
Refined Dunedust*	Wondrous Item	270	U	C	Plant	**Dunedrinker**	Pouch of Pollen[v]	XX[c]
*Retroactive Thunder-charge**	Wondrous Item	220 980 5,460	U R V	C	Magical Material	—	Timeshard	XX[c]
Robe Remote	Wondrous Item	470	U	—	Aberration	**Spatial Anomaly**	Phial of Blood	192

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[c] Indicates the page number is from *Cradle of the Chronowyrm*

Name	Metadata				Component Details			Page
	Type	Value	Rarity	Att	Type	Metatag	Component	
Robes of Possession*	Wondrous Item	3,620 11,230 66,890	R V L	Req	Fiend	**Shaitan**	Skin	XX[c]
Self-Eject Saddle	Wondrous Item	470 1,930	U R	—	Monstrosity	Any With Fly Speed	Pelt	240
Shiftshoes	Wondrous Item	430 1,330 9,440	U R V	—	Aberration	**Anomaly**	Heart	241
Sisserscarf	Wondrous Item	2,150 9,700	R V	—	Beast	Snake	Poison Gland	193
*Smokeglass**	Wondrous Item	250	U	C	Harvested Item: DC 15 Nature			XX[c]
Spectral Syphon	Wondrous Item	670 3,950	U R	Req	Undead	—	Undying Heart[v]	206
Tablet of Myriad Glyphs	Wondrous Item	4,450 12,680	R V	Req	Elemental	Earth	Bone	208
Tealemental Kettle	Wondrous Item	1,970 9,230	R V	—	Elemental	**Jinn**	Volatile Mote of Water[v]	195
Thunder Clappers	Wondrous Item	3,910 58,900	R L	Req	Elemental	—	Core of Air[v]	196
Time Bomb	Wondrous Item	4,720 29,780	V L	C	Elemental	—	Primordial Dust	218
*Timeshard**	Wondrous Item	250	U	C	Harvested Item: DC 15 Nature			XX[c]
*Timetape**	Wondrous Item	5,070	V	C	Aberration	**Anomaly**	Hide	XX[c]
Turbandolier*	Wondrous Item	450 1,390 6,900	U R V	—	Elemental	**Blackpowder Jinn**	Shrapnel	XX[c]
Windveil	Wondrous Item	12,810 64,920	V L	Req	Elemental	**Breeze**	Volatile Mote of Air[v]	198
Wraps of the Royal Dead*	Wondrous Item	760 4,500 14,000	U R V	Req	Undead	**Tomb Tyrant**	Wrappings	XX[c]

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[c] Indicates the page number is from *Cradle of the Chronowyrm*

Turbandolier

Tyrant's Gaze

CHAPTER 5
SPECIES

Species

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Cactar

"Don't mind their prickly exterior; they're quite welcoming. And, lucky for us softskins, they hate giving hugs."

— Zaman

Among hot dry dunes that many would deem inhospitable, the resilient cactari form tight-knit communities. Despite their prickly appearance, these green-skinned plant-humanoids are typically welcoming to visitors, offering oasis to weary travellers and sanctuary from the roaming predators and blistering sun of the desert. Indeed, such is a cactar's propensity to foster community that, wherever they settle, they form bonds as deep and trusting as any biological family.

Propagation

Cactari have no biological gender, though many choose to identify with one upon reaching maturity. In place of the sexual reproduction between two individuals common to most fauna, cactari begin the reproductive process by taking a cutting from themselves, which they plant in a community's nursing site. Such cuttings are non-sentient plants that, during the first full moon of spring, produce a bouquet of tiny flower-like openings at their crown.

On this night, known as the *aizdihar*, the cactar community gathers for an evening of dance and celebration. During their dervish-like movements, the cactari release plumes of pollen that settle on the cuttings, fertilising them, and starting the process of personification. At the start of summer, the cuttings mature into fully sentient cactar infants, each the genetic child of the entire community.

The Nursing Site

Cactar infants remain rooted in the community's nursing site for the first two seasons of their lives. Such sites are sacred, shady spaces, selected to give cuttings and infants just enough direct sunlight to grow, while protecting the fragile youths from desiccation. These nurseries can take the shape of a hardy tree, a rocky outcropping, or a shallow ravine. Come winter, the infants separate from their roots—the umbilical cord through which they were succored by the land—and take their first tentative steps as saplings.

The Branching

No journey is more important to a cactar than the Branching, a formative first pilgrimage that marks the transition into true adulthood. At the beginning of their second decade, cactar adolescents leave their family to seek something with which they might enrich their community. While some set forth knowing exactly what they want to find, others use the journey as a means of self-discovery. Regardless, each youth is guided by their own perspective, seeking that which they deem important. Riches, the cultural wisdom of music or stories, and new arcane technologies are all valued by their familial recipients. While some Branchings may take only a few months, other cactari never end their search, revelling in the wonders of the wilds until they return to mulch.

Lineages

Broadbarrel

Broadbarrel cactari are a stout, powerful people whose heft makes them formidable melee combatants. With the swift pumping of their legs, these cactari can become spiky cannonballs, knocking down foes in their path.

Chollaspring

Chollaspring cactari are named after the flora whose defence system they emulate. Like the cholla cactus, these cactari are capable of ejecting small cactus balls replete with barbed spines onto an assailant, discouraging further conflict. Despite this bristly adaptation, chollaspring are the most affable of the cactari, jumping in to help in times of need and sticking around when times are tough.

Spindlespear

With torsos that are tangles of interwoven spindly stems, spindlespear cactari tend to be the tallest of the desert-dwelling lineages. Their long, skinny limbs hang almost to the floor, giving them an extraordinary reach.

Cactar Traits

Age: 200 years (maturity at 10 years)
Anatomy: Two arms and two legs
Creature Type: Humanoid and Plant
Size: Depends on your lineage
Speed: 30 feet

As a Cactar, you have these special traits.

Desert Blossom. Choose two of the following skills: Insight, Nature, Persuasion, or Survival. You have proficiency in those skills.

Photoabsorption. When you take Radiant damage, you can take a Reaction to halve the Radiant damage against you. When you do so, you gain Temporary Hit Points equal to the damage reduced, to a maximum equal to your Constitution modifier plus your Proficiency Bonus (minimum of 2 Temporary Hit Points).

Photosynthetic. Forgoing food doesn't give you levels of Exhaustion if you spend at least **6 hours** in direct sunlight, or **12 hours** in indirect sunlight, that day.

Sand Sipper. Your body needs much less water than average. Your required water for a day is one quarter the normal amount for your size.

Sharpened Spines. Your skin is covered in long, needle-like spines. Whenever you end your turn grappling or Grappled by another creature, you can attempt to pierce that creature with your spines. Make a **Constitution check** (**DC** equals the creature's AC). On a success, the creature takes Piercing damage. To determine this damage, roll a number of **d4s** equal to your Proficiency Bonus and add them together.

Cactar Lineage. Cactar have evolved many different morphologies, each of which can exist within the same community. Choose one of these lineages: Broadbarrel, Chollaspring, or Spindlespear.

Broadbarrel Traits

Size: Medium (about 5–6 feet tall)

As a Broadbarrel Cactar, you have this special trait.

Barrel Charge. If you move at least **20 feet** in a straight line toward a target no more than one size larger than you immediately before hitting it with a melee attack roll as part of the Attack action, the target must succeed on a **Strength saving throw** (DC 8 plus your Strength modifier and Proficiency Bonus) or take an extra **1d8** Piercing damage and be knocked **Prone**.

Chollaspring Traits

Size: Medium (about 4–6 feet tall) or Small (about 3–4 feet tall), chosen when you select this species

As a Chollaspring Cactar, you have this special trait.

Jumping Cactus. When another creature within **10 feet** of you damages you with a melee attack roll, you can take a Reaction to release a barbed steam that attaches to the creature. The creature immediately takes **1d4** Piercing damage and, each time it takes Bludgeoning damage while a stem is attached to it, it takes an extra **1d4** Piercing damage per attached stem.

If the creature takes Fire damage, all stems on it fall off. A creature can use its action to make a **Wisdom (Medicine) check** (DC 8 plus your Constitution modifier and Proficiency Bonus), removing one stem from itself or another creature within its reach on a success.

You can take this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Spindlespear

Size: Medium (about 6–7 feet tall)

As a Spindlespear Cactar, you have this special trait.

Long-Limbed. When you make a melee attack or cast a spell with a range of Touch on your turn, your reach is **5 feet** greater than normal.

2014

Additional Cactar Traits

In addition to the traits already mentioned, Cactari have the following traits when using the 2014 version of 5th edition.

Ability Score Increase. Your Constitution score increases by 2.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace. You gain one of the following additional traits based on the subrace you chose.

- **Broadbarrel.** Your Strength score increases by 1.
- **Chollaspring.** Your choice of Wisdom or Charisma score increases by 1.
- **Spindlespear.** Your Dexterity score increases by 1.

Camelkin

Speckled across the desert like stars in a sea of sand, camelkin are a race of carefree nomads, curious collectors, and well-stocked merchants. These tireless wanderers traverse the dunes for weeks with trade goods in tow, unfazed by the extreme conditions of the desert. In fact, when two camelkin come across one another, not even a raging sandstorm could disturb their lively conversation. Therefore, camelkin gather at oases and bustling markets to exchange tales and trinkets alike, where they bond over a shared interest in specific goods, such as jewellery, textiles, and magic items. During these gatherings, many camelkin form groups known as caravans, embarking together to explore the world and expand their collections.

Collectors of Memories

Camelkin grow to venerable ages, with some reaching four hundred years. During their youth, camelkin are incredibly forgetful and have a poor sense of direction, often misplacing their personal effects, forgetting their parents' names, and even entering strangers' homes on accident. As such, the first gift a camelkin receives in their infancy is usually a bell or brightly-coloured clothes, which make it easier for the camelkin's parents to find or identify them. Unlike other species, however, camelkin develop an impeccable memory that only grows sharper with age, to the point where they can recall every step they took during their lives. Some camelkin believe that the amount of weight one bears on their back is directly correlated to the speed at which their memory develops. One camelkin saying often cited by elders goes "the more weight you carry, the sharper your mind grows."

One of the most often told camelkin tales is that of The Merchant and The Flower. This story tells of a young camelkin who spent a night trading tales with a merchant over a bottle of cactus wine, at the end of which they exchanged a few items. Only later did the youth regretfully realise that he was missing one of his most prized possessions, yet that night was a blur, and he couldn't recall anything about it. As his collection grew, so did his sorrow for no matter how brightly new items gleamed, they could never fill the void in his heart. However, as the years went on, his memories became clearer and more defined, giving him a glimmer of hope. With renewed determination, the camelkin set out in search of what he had lost. Using his memory as a map, he retraced his steps over decades of travel, coming across countless old places and familiar faces. Eventually, he met back with the old merchant, who recognized the regretful camelkin immediately. After the two reminisced, the young camelkin was finally reunited with his long-lost treasure: a preserved forget-me-not flower, which perfectly symbolised his arduous journey.

Mnemonic Nomads

Given their nomadic lifestyle, camelkin instil a sense of curiosity in their young, encouraging them to encapsulate their experiences within various mementos. Camelkin keep these mementos for centuries, parting with them only after careful consideration. When they do so, they first spend some time sharing its story with the recipient as a way to ensure both the object and its memory will remain alive for years to come. The time spent telling an item's tale varies from minutes to days, depending on its importance. This tradition most commonly occurs when elderly camelkin approach the end of their lives and find objects to bequeath to each of their friends and relatives. These ancestral items are especially precious to camelkin, carrying not only years worth of memories, but also the legacy of their forebears.

It is said that a camelkin is ready to travel alone when they can carry all of their possessions on their back for an entire day. Although this might seem like a simple task, the flood of gifts camelkin receive in their infancy makes this a challenge, especially since many struggle to part with items they associate with certain people or places. In fact, two words from the camelkin language that are infamously hard to translate roughly mean "living memory" and "memory of the departed."

Camelkin Traits

Age: 400 years (maturity at 30 years)
Anatomy: Two arms and two legs
Creature Type: Humanoid
Size: Medium (about 7–8 feet tall)
Speed: 30 feet

As a Camelkin, you have these special traits.

Desert Adaptation. Your physiology allows you to better endure the harsh conditions of the desert. You automatically succeed on saving throws against extreme heat. In addition, you can spend **8 hours** gorging on **7 days**' worth of food and water. If you do so, forgoing food and water doesn't give you levels of Exhaustion for the next **7 days**.

Fluid Storage. When you drink a Potion, you can choose to store it in your hump instead of having it take effect immediately. When you do, choose a trigger from the following list. When this trigger occurs, the Potion immediately takes effect (no action required) as if you'd just drank it.

- You roll Initiative
- You're reduced below three-quarters, half, or one-quarter of your Hit Point maximum (choose one threshold when you choose this trigger)
- You take damage of a specific type (choose one damage type when you choose this trigger)
- A creature of a specific type hits you with an attack or subjects you to a harmful spell or effect (choose one creature type when you choose this trigger)

Once you've stored a Potion in your hump, you can't do so again until you finish a Long Rest. If you already had a potion stored when you store another, the older potion loses its potency.

Powerful Build. You have **Advantage** on any saving throw you make to end being Grappled. You also count as one size larger when determining your carrying capacity.

Reflexive Spit. Whether you are being attacked or merely insulted, you always have the perfect retort. When a creature you can see makes a melee attack roll against you, you can take a Reaction to spit at it, imposing **Disadvantage** on that roll.

You can take this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Wayfinder. You can trace back your steps just as easily as you can find your way forward. You have proficiency in the Survival skill.

2014

Additional Camelkin Traits

In addition to the traits already mentioned, Camelfolk have the following traits when using the 2014 version of 5th edition.

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Languages. You can speak, read, and write Common and one other language of your choice.

Desiccated

"A lot of travellers warn me about the mummy's curse. I've heard a mummy curse. She got her head knocked clean off by a large bird and screamed some ancient words that I certainly can't translate here."

— Zaman, Punmaster

Unlike the rotting corpses of zombies and the bare, brittle bones of skeletons, desiccated are formed from cadavers preserved by a complete lack of moisture—skin, fat, and muscle all remaining intact in a withered reflection of life. Many cultures, such as the valleyfolk of the Timespun Sands, mummify their honoured dead deliberately through traditional embalming techniques. Other desiccated form due to environmental factors, such as drying out in hot desert sands or getting pickled by the acids of a peat bog.

Whether spontaneous or anthropogenic, a mummified corpse is an empty vessel, and it provides a pure enough shell to keep a sliver of soul intact. Whereas most Undead are souless flesh heaps or bodiless vapours, a desiccated keeps a bit of both. That sliver of soul, dragged back from the ethereal mists to a preserved carcass, retains a sense of identity and self, making desiccated more sapient, and usually less malicious, than their reanimated relatives.

Born of Necromancy

Desiccated rise into undeath due to any number of causes—there are nearly as many as there are desiccated! Some are cursed during life to wander the world even after their demise, while others are created from strange alchemical procedures and bizarre biomantic rituals. In one memorable case, an arcane wind blew across the boggy remains of an ancient village, raising an entire generation of halfling mummies that were briefly mistaken for an outbreak of zombie children. The unifying factor for all desiccated is that they enter their new existence at the hands of magic.

You can roll on the Desiccated Origin table to determine how your desiccated was raised into undeath.

Desiccated Origins

1d6	Origin
1	An amateur Cleric *really* botched a resurrection ritual. You weren't even the original target.
2	You were entombed with a powerful Artifact as a guardian against intruders, but when intruders came and the magic brought you back, the relic was already inert.
3	A mad biomancer injected you with an embalming serum of incredible power. The injection was lethal, but only temporarily.
4	Your family mummified you as a sign of respect, and their religious fervour brought you back to life. They were overjoyed to see you return.
5	An ethereal storm unearthed an ancient burial ground deep in a bog, and you're one of several desiccated revived centuries after your deaths.
6	A nightmarish creature such as a vampiric thrall or a giant leech drained the fluids from your body, but left your soul intact.

Quest in Undeath

Despite retaining most of their memories, desiccated often come back with a different outlook and personality than they had in life. Each one is suffused with an overpowering goal that they must accomplish, distilled from the hobbies and passions of their prior existence. A love for botany may become a compulsive urge to catalogue every plant. A hobby collecting spoons twists into an obsession with hoarding silverware. A grudge towards a rival morphs into a quest to destroy them. Whatever the goal is, it becomes a powerful driving force for the desiccated's new existence.

Wrapped in Culture

When a mummified corpse reanimates, it's not just the body that gets infused with magic. The clothing and trinkets worn in death, such as the winding bandages of the Timespun valleyfolk, the delicate shrouds of the elves, or the scarlet leathers and gilded adornments of the dune dwarves, become a part of the new form of the desiccated. These articles act as an uncanny extension of their skin, making each one an exhibit of their native culture, time period, and burial rites. Because of this, many desiccated don't feel the need to wear additional clothing, but will often adorn their bodies with various trinkets, jewellery, or emblems to commemorate both their past and present states.

Desiccated Traits

Age: 300 years (maturity at the same rate as your original species)
Anatomy: Same as your original species, but only two usable arms and two usable legs
Creature Type: Humanoid and Undead
Size: Medium or Small (same as your original species), chosen when you select this species
Speed: 25 feet

As a Desiccated, you have these special traits.

Between Life and Death. You are still affected by spells and other effects that normally don't affect Undead as long as they can affect Humanoids, such as the *Cure Wounds* spell.

Endless Shamble. You have **Advantage** on saving throws to avoid or end Exhaustion.

Eternal Legacy. Although you've been reborn as a desiccated, traits from your previous life still shine through. During character creation, choose another species presented in this book or a different one. That is the species you were in life. You keep the same size and anatomy as your previous life, as well as one special trait from the species you were in life.

This trait cannot increase your ability scores, provide a feat, or give a Fly, Swim, or Burrow Speed. It also can't be a trait that grants you access to other special traits, such as the Mycelian's Symbiotic Assimilation*

Undead Nature. You don't need to eat, drink, or breathe. You don't have blood.

Unravel. When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 Hit Point instead, losing an arm, a leg, or your head in the process (your choice). The body part detaches almost completely from your body, remaining connected by a length of skin or a piece of wrapping that drags behind you.

Your Speed is halved if you're missing a leg. If you lose both legs, you fall **Prone** and can't stand up, but can still crawl if you have at least one arm–otherwise, your Speed is **0 feet**, and you can't benefit from any bonuses to Speed. A lost arm can't be used to interact with or hold items, make attacks, wield weapons, or perform Somatic components for a spell. Without your head, you are **Blinded** and **Deafened**.

You can use this trait a number of times equal to half your Proficiency Bonus (rounded down), and you regain all expended uses when you finish a Long Rest. You can reattach any of your lost body parts over the course of a Short or Long Rest, or when targeted by a *Lesser Restoration* spell or similar magic.

*See *Heliana's Guide to Monster Hunting* for more information on the Mycelian species.

2014

Additional Desiccated Traits

In addition to the traits already mentioned, Desiccated have the following traits when using the 2014 version of 5th edition.

Ability Score Increase. Your Wisdom score increases by 2, and one other ability score of your choice, usually from your original race, increases by 1.

Languages. You can speak, read, and write Common and one other language of your choice.

Dji

Although jinn don't engage in relationships for the sake of reproduction—as they spring forth spontaneously from the Imaginal Plane rather than being born of other jinn—they are no less capable of love, commitment, and connection than other beings. When a higher jinn forms a union with a Humanoid, however, their bond might transcend the boundaries of thoughts and matter, giving rise to a rare and wondrous being: a dji. These extraordinary Humanoids are part idea, part physicality, blending the raw, unbridled creativity of the Imaginal with the solidity and resilience of the Material Plane.

When Concepts Meet Matter

The creation of a dji is not a physical process, but a profound meeting of wills. Over hours of meditation, a jinn attempts to implant the thought of a child into the mind of its Humanoid partner, which requires intense concentration from both. While love is not strictly necessary for the conception of a dji, unwavering devotion and shared purpose are essential. Without this bond, the thought cannot take root, leaving the dream of the dji unrealised.

Once the idea has been successfully implanted, it gestates until a gentle mist begins to pour from the Humanoid, carrying with it the essence of the imagined child. This mist rapidly coalesces into the form of a newborn dji, ready to dream its first wonderful dreams.

Best of Both Worlds

Although the appearance of a dji is always unequivocally otherworldly, it is dramatically unique even among those of the same lineage. As diverse as the jinn that dream them into existence, yet freed from their weaknesses by sturdy physical bodies, dji assume a veritable kaleidoscope of shapes, sizes, and colours, influenced by the imagination of their progenitors. This striking individuality extends to their abilities, making it nearly impossible to predict what tricks any given dji might have up their sleeves.

Lineages

Cosmic

Cosmic dji are born from jinn who embody fundamental laws of nature or cosmic forces, like time or gravity. They are often described as enigmatic and ethereally beautiful, bearing such distinctive marks as motes of starlight woven into their hair, or complex astronomical patterns shifting across their skin.

Emotional

Filled with an overwhelming force of personality, Emotional dji result from jinn who harness the power of the emotional spectrum. Although their unique heritage offers them the ability to stir hearts and sway minds, such a gift comes at a steep price; these dji must constantly wrestle with the emotion that defines their existence, lest they lose themselves to it entirely.

Primordial

The most diverse amongst their peers, Primordial dji are the spawn of jinn who personify one or more primordial elements. Depending on the conditions of their birth, they might display vestiges of other elements: an earth-aligned dji born on a rainy day might contain small amounts of clay or mud dappled across its skin, while a water-aligned dji born under an open sky might have its hair take the shape of a cloud.

Dji Traits

Age: 300 years (maturity at 20 years)
Anatomy: Two arms and two legs
Creature Type: Humanoid
Size: Medium or Small (based on Humanoid parent), chosen when you select this species
Speed: 30 feet

As a Dji, you have these special traits.

Low Mass. You weigh half as much as a usual Humanoid of your size, and require half as much food to sustain yourself.

Power of Imagination. For a brief moment, mind overcomes matter as you exert the influence of the Imaginal Plane over your body. When you make a D20 Test using Strength, Dexterity, or Constitution, you can replace the modifier used with your choice of your Wisdom, Intelligence, or Charisma modifier. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You also regain all expended uses when you finish a Short Rest on the Imaginal Plane.

Dji Lineage. Dji exist in three different varieties, depending on the ancestry of the jinn that was your forebear. Choose one of these lineages: Cosmic, Emotional, or Primordial.

Cosmic Dji Traits

As a Cosmic Dji, you have these special traits.

Unenforceable. You have **Resistance** to Force damage.

Cosmic Magic. You are the embodiment of a fundamental law of nature. Choose an aspect from the Cosmic Aspects table. You know the cantrip associated with the chosen aspect.

2014

Additional Dji Traits

In addition to the traits already mentioned, Dji have the following traits when using the 2014 version of 5th edition.

Ability Score Increase. Your Constitution score increases by 2.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace. You gain one of the following additional traits based on the subrace you chose.

- **Cosmic.** Your Intelligence score increases by 1.
- **Emotional.** Your Charisma score increases by 1.
- **Primordial.** Your Wisdom score increases by 1.

Reminder: D20 Tests

If you are using the 2014 edition of the 5e rules, a D20 Test refers to any ability check, attack roll, or saving throw.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Spells cast with this trait do not require Material components. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Emotional Dji Traits

As an Emotional Dji, you have these special traits.

Force of Personality. You have **Advantage** on saving throws to end or avoid being Charmed or Frightened.

Emotional Magic. You are the embodiment of raw emotion. Choose an aspect from the Emotional Aspects table. You know the *Detect Emotions** cantrip.

When you reach character levels 3 and 5, you learn a higher-level spell based on your aspect, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Spells cast with this trait do not require Material components. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Primordial Dji Traits

As an Emotional Dji, you have these special traits.

Primordial Resilience. You have **Resistance** to the damage type associated with your chosen aspect (see Primordial Magic).

Primordial Magic. You are the embodiment of a core primordial element. Choose an aspect from the Primordial Aspects table, which is associated with a specific damage type. You know the cantrip associated with the chosen aspect.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Spells cast with this trait do not require Material components. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Cosmic Aspects

Aspect	Level 1	Level 3	Level 5
Friction	*Friction**	*Spikeskin**	*Spike Growth*
Gravity	*Soften Descent**	*Repulsing Palm**	*Gravity Lapse**
Magnetism	*Magnetobolt**	*Magnetism**	*Arcanomagnetic Repulsion**
Time	*Guidance*	*Doom Future**	*Protection**

Emotional Aspects

Aspect	Level 3	Level 5
Anger	*Initiative**	*Enrage**
Fear	*Shackle**	*Frighten**
Joy	*Epinephrine**	*Enthusing Cheer**
Sadness	*Words of Discouragement**	*Calm Emotions*

Primordial Aspects

Aspect	Damage Type	Level 1	Level 3	Level 5
Air	Lightning	*Shocking Grasp*	*Longstrider*	*Gust of Wind*
Earth	Acid	*Earthen Fist**	*Earthen Uppercut**	*Snakebite**
Fire	Fire	*Firebolt*	*Burning Hands*	*Scorching Ray*
Water	Cold	*Ray of Frost*	*Ice Knife*	*Freezing Fog**

*See Appendix B

Dune Dwarves

In ancient days, as other dwarves settled the mountains and hills, some peregrine clans journeyed to the most forlorn deserts of the world. There, under the scorching sun, they carved vast cities from sandstone and tunnelled deep within the earth. The desert moulded these dwarves until, after many generations, their manes burned bright with fire, and their eyes cried tears of sand. They are one with the desert, and woe to any who dare invade it—if they don't succumb to the heat, they certainly will to the dwarven soldiers hiding in the dunes.

Jinn Symbiosis

As they wandered the desert in search of sanctuary, the would-be dune dwarves were guided by an entity they came to call the Spirit of the Sands, who recognised in the peculiar Humanoids a shared yearning for solitude and beauty. This enigmatic spirit taught the dwarves a vital secret for enduring the land's unrelenting hardships: the art of harmonious communion with the jinn who called the sands home.

To this day, dune dwarves uphold a sacred bond with the lesser jinn of the dunes, honouring them as tutelary spirits. The jinn provide warnings of imminent danger, shield the dwarves from raging sandstorms, and lead them to hidden treasures such as precious minerals or underground springs. In return, the dwarves offer what they can: their emotions. Under the light of the full moon, dwarven communities gather for catharsis, venting their fear, rage, and sorrow to "feed" the primal jinn, who manifest among the masses to soak in the powerful emotions. The practice is so revered that it is common to hear the phrase, "save it for the jinn" whenever a complaint is voiced or a child throws a tantrum. Altogether, this emotional bloodletting has made the dune dwarves a laconic people who otherwise seldom express their emotions.

Festival of the Zenith Sun

While birthdays are recorded, and sometimes celebrated, dune dwarves do not consider one to become a year older until after the Festival of the Zenith Sun. This society-wide birthday celebration—their most sacred holiday—falls on the summer solstice. Coloured sand is spread out across the streets in every shade of the sun, including red, orange, and pink. Vendors hawk desert mouse kebabs, spicy condor wings, and fermented cactus juice. At noon, the strong compete by climbing a sandstone obelisk, and the fastest is crowned "the Sunbearer." As dusk falls, the dwarves toast to a new year and a new age, trading gifts and shooting fireworks into the sky.

Elemental Exposure

It is said that dune dwarves are more elemental than they are mortal. All dwarves are creatures of the earth, but even millennia in the desert cannot fully explain such strange physical manifestations as manes of fire or tears of sand. These distinctive traits are the legacy of their long communion with the jinn. Constant exposure to elemental sandstorms and the raw, emotional energy of their guardian spirits has subtly shaped dune dwarves' essence over the course of generations. Sages believe that enough time away from the influence of the jinn might restore a dune dwarf to its original physiology, but the dwarves seldom entertain such possibilities, celebrating their unique differences as quirks rather than blemishes.

When creating a Dune Dwarf character, roll on the Dune Dwarf Quirks table table to inspire its quirks.

Dune Dwarf Quirks

d6	Origin
1	Sand is a spice to your tongue; you season all your food with it.
2	You cry tears of white sand.
3	Your coughs are always as dry as a desert wind.
4	Sand sterilises your most minor wounds.
5	You can sense underground water sources, down to a distance of **30 feet**.
6	When enraged, your hair turns to (harmless) fire.

Dune Dwarf Traits

Age: 350 years (maturity at 50 years)
Anatomy: Two arms and two legs
Creature Type: Humanoid
Size: Medium (about 4–5 feet tall)
Speed: 30 feet, Burrow 15 feet (see Dunedelver trait)

As a Dune Dwarf, you have these special traits.

Desert Resilience. Accustomed to blistering sands and scorching heat, you have **Resistance** to Fire damage.

Dunedelver. You have a Burrow Speed of **15 feet**. While burrowing through sand, you have a Burrow Speed of **30 feet**. Additionally, Difficult Terrain composed of sand, gravel, or other loose earth doesn't cost you extra movement.

Emotional Bloodletting. Millennia of offering emotions to the jinn has ingrained in your people a supernatural ability to suppress emotions. While you're Charmed or Frightened, you can take an action to vent your emotions, ending the Charmed or Frightened condition on yourself. When you do so, you gain **1d10** Temporary Hit Points. Once you use this trait, you can't use it again until you finish a Long Rest.

2014

Reminder: D20 Tests

When using the 2014 version of 5th edition, Dune Dwarf is a subrace of the 2014 Dwarf race. It gains the Dunedelver and Emotional Bloodletting traits and replaces the Dwarf's Dwarven Resilience trait with the Desert Resilience trait. In addition, it gains the following trait:

Ability Score Increase. Your Wisdom score increases by 2.

Entomorph

Six limbs, mandibles, and an exoskeleton that shimmers beneath the desert sun—from a distance, entomorphs are easily mistaken for oversized ants. Balking at the comparison, these insectoid dune-dwellers rush to explain that there is more to them than meets the compound eye. “Look at our complex communities of thousands of individuals,” they decry, “where each member works in unison towards the betterment of the collective whole!” Somehow, they never quite seem to realise that this doesn’t exactly help their case.

Born Hungry

Entomorphs enter the world hungry. They hatch in clutches of several hundreds eggs, sheltered from the sun’s blistering glare. The first months of their lives are spent eating and sleeping without ever setting foot outside of their hatcheries. Only when an entomorph molts for the first time—typically three months in—does it develop its protective exoskeleton, after which it can step into the light at last, ready to participate in entomorph society... Although its gnawing hunger never fully subsides.

Sacred Hunger. Food—or the distinct lack thereof—plays a central role in entomorph culture. Whatever scarce resources the desert offers are meticulously rationed and distributed with care among the entire community. An abiding entomorph consumes only enough to stave off starvation—no more, no less. For this reason, their characteristic, lingering hunger is seen as a sacred virtue, a testament of the practised restraint necessary for the colony’s survival.

The Greater Good

From the moment an entomorph is brought into the world alongside countless other hatchlings, it's instilled with a profound sense of community. Life is to be devoted to the betterment of the community; the needs of the many always outweigh the needs of the few. These tendencies are further reinforced by the teachings of their ancestors, which trace back to when their people first set foot in the Timespun Sands. To adapt to the desert's harsh, unforgiving conditions, entomorphs had to come together or perish. The lessons learned then were passed on from generation to generation, turning from sage advice into sacred gospel.

Appetite and Exile. However, not all entomorphs are able to conform to the strictures of their traditions. Those that give in to their hunger and gorge themselves at the expense of the collective are shunned and cast out—often a death sentence for such community-reliant creatures. The few exiles that manage to survive on their own are driven to madness, ravenously feeding on anything and everything they can get their hands on in order to feel sated.

Caellipsid

Not all who wander are lost. In their everlasting pilgrimage—the 'Grand Migration'—the deeply spiritual caellipsids group into vast, horizon-spanning caravans. Together, they traverse the Timespun Sands on a sacred journey that knows no destination, set to end only when flowers bloom in the desert, rivers form between its dunes, and its sands become lush pastures. "Journey before destination" is both a greeting and farewell for this people, as well as a motto by which to live.

Nourish the Sands. Although life in caellipsid caravans is generally tranquil, it isn't all sunshine and cactus flowers. Those unable to keep pace, such as the sick or the elderly, are left behind to die under the burning desert sun. While this practice may seem cruel to other species, it is a great honour to caellipsids. Their beliefs hold that as their bodies are consumed by the desert sands, so too are their souls, and that when the desert blooms, their essence will be the nourishment that gives life to the verdant green.

Scarabid

The beetle-like scarabids practise the macabre tradition of ritual cannibalisation, born during the harsh first months of their arrival in the Timespun Sands. One scarabid duke, dying of thirst and too weak to march, declared his body a feast for his kin. Faced with starvation, his clan found in his flesh the strength to carry on, turning the duke into the first Lifegiver. Soon, hundreds followed his example, becoming martyrs who are still revered in modernity. Nowadays, Lifegiving is reserved for those already at death's door, and does not extend to other species or entomorph lineages.

Roly Polys. Second only to Lifegivers in scarabid society are the athletes known as "roly-poly bowlers." Thanks to interlocking carapacial plates, scarabids can curl themselves into a spherical shape, allowing them to roll down packed earth lanes towards neatly arranged rows of clay obelisks; whoever knocks over the most obelisks in a series of ten rounds wins. Since the sport's invention, its jargon has seeped deep into scarabid daily life. "Let's roll" is a versatile expression that can denote enthusiasm, impatience, aggression, and even affection.

Entomorph Traits

Age: 70 years (maturity at 16 years)
Anatomy: Four arms (see Four-Armed trait) and two legs
Creature Type: Humanoid
Size: Medium (about 4–6 feet tall)

As an Entomorph, you have these special traits.

Four-Armed. You have four arms, two of which are smaller. Each of your smaller arms can only be used to manipulate objects or wield weapons with the Light property.

Entomorph Lineage. Entomorphs exist in a couple of different varieties. Choose one of these lineages: Caellipsid or Scarabid.

2014

Additional Entomorph Traits

In addition to the traits already mentioned, Entomorphs have the following traits when using the 2014 version of 5th edition.

Ability Score Increase. Your Strength score increases by 2.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace. You gain one of the following additional traits based on the subrace you chose.

- **Caellipsid.** Your Dexterity score increases by 1.
- **Scarabid.** Your Constitution score increases by 1.

Caellipsid Traits

As a Caellipsid Entomorph, you have these special traits.

Devour. Your jaws are natural weapons, which you can use to make Unarmed Strikes. When you use your jaws to deal damage with an Unarmed Strike, you can deal Piercing damage equal to **1d6** plus your Strength modifier, instead of the strike's normal damage. In addition, when you deal damage to a Plant creature with an Unarmed Strike using your jaws, the attack's damage is doubled against that creature.

Locust Leap. Your strong legs allow you to jump great distances, even from a complete standstill. Your Long Jump is up to **30 feet** and your High Jump is up to **20 feet**, with or without a running start.

Swarm. Strength lies in numbers. You can make one Unarmed Strike with your jaws as a Bonus Action if at least one of your allies is within **5 feet** of you. You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Scarabid Traits

As a Scarabid Entomorph, you have these special traits.

Mirrored Carapace. Your tough carapace can shrug off and even reflect magic. When you take damage from a spell attack, you can take a Reaction to roll **1d6** and add your Constitution modifier to the number rolled. You reduce the damage taken by that total, and the attacker takes the same amount of Force damage. You can take this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Roly-Poly. Your carapace is composed of interlocking plates that allow you to roll into a ball as a Bonus Action. Anything you're wearing or carrying that is at least one size smaller than you before you roll into a ball is folded in with you and can't be used until you unroll. You unroll at the end of your turn, if you take any action other than the Dash or Disengage action, or if you choose to do so (no action required). While rolled up, you gain the following benefits:

- Your size decreases by one category.
- Opportunity Attacks have **Disadvantage** against you.
- You can move through the space of any creature that is the same size or larger than you, but you can't stop in the same space.

Rakin

"Stole this!? You think I STOLE this? No no no... it was on discount. The five finger discount. Look! A distraction!"

— Harried Houdinky, Voleur Extraordinaire

Yells and chuckles are common sounds around the home of any rakin thanks to their shared love language: pranks. From sewer-side burrows to palatial penthouses, wattle-and-daub huts to intricate treetop villages, rakin can be found at all levels of society, a product of their ingeniousness and habit of getting into trouble. One is rarely bored around a rakin.

Deific Origins

The mistaken spawn of a passionate tryst between deities of trickery and nature, rakin hold a deep affinity for both domains. Since their creation, they have had little contact with either god, learning to rely on their own wits to survive.

As rakin society progressed, their culture grew to value trickery and subterfuge. Good-natured pranks sprang from their paws as instinctively as breathing. Honed against the fearsome beasts of the forest, this innate talent to deceive helped the rakin bloom as a civilisation. Tales are still told of how Mack Gyver fought off a rampaging owlboar with nought but a goodberry, a silver needle, and a pig's bladder.

Rakin politics, religion, and interpersonal relationships revolve around the idea of practical jokes. An atmosphere of one-up-manship and lighthearted merriment suffuses all of their wheelings and dealings. Even when faced with the most horrid of circumstances, a rakin's first instinct is to crack a joke.

Ideological Chasm

After centuries of living in chaotic mirth, an ideological battle split rakin culture when they first made contact with other humanoids. Many of the rakin were intrigued by cities—forests of stone and steel; organized, yet unpredictable, and full of opportunity. The elders forbade them to interact, alleging such civilization to be directly counter to the chaos that nature intended, the principle upon which rakin culture was built. The debacle spiralled into a full-on feud between the opposing rakin factions, sundering the once united race.

Fennekkin

Following Great Fox spirits, the vulpine fennekkin settled the quiet deserts of the world, carving out sandstone burrows among the dunes, far from the reach of predators and conquerors. Silence, once but a necessity for survival as the fennekkin hid from their enemies, evolved into a cardinal virtue upheld in all aspects of their culture. Entire communities work together with hardly a word, relying on sign language during perilous hunts and arduous digs alike. This reverence of silence, however, does not preclude the fennekkin's ancestral love of tomfoolery—it serves only as an added challenge. To draw a mirthful chuckle or startled yelp from another fennekkin is seen as the mark of an artful prank.

Fennekkin are cunning and resourceful, using their ability to conjure illusory duplicates not only for relentless mischief, but also the defense of their territory. Time and again, fennekkin scout parties have routed far greater warbands by luring them to hidden sinkholes or sandsipper groves. Indeed, a favourite tale among fennekkin is the legend of Vulpes the Sly, a wily rascal said to have slain a dragon from the safety of his burrow, using only his mirage, 400 gallons of tar, and an inordinate amount of fishing line.

Rakin Traits

Age: 70 years (maturity at 14 years)
Anatomy: Two arms and two legs
Creature Type: Humanoid
Size: Small (about 3–4 feet tall)
Speed: 30 feet, Climb 30 feet

As a Rakin, you have these special traits.

Darkvision. You have Darkvision with a range of **60 feet**.

Rakin Lineage. The physical and cultural differences that arose after the rakin's schism produced different lineages. The Fennekin lineage is presented here, but more options, like Posskin, Tanukin, and Urkin are available in other Loot Tavern publications*.

*See *Heliana's Guide to Monster Hunting*

Fennekkin Traits

As a Fennekkin Rakin, you have these special traits.

Keen Hearing. You have proficiency in the Perception skill.

Mirage. As a Bonus Action, you can create one illusory image of yourself, as per the *Mirror Image* spell. The illusory image lasts for **1 minute**, or until it is destroyed. Once you use this trait, you can't use it again until you finish a Short or Long Rest.

Venting. Flapping your huge ears allows you to quickly dampen and vent heat. When you take Fire damage, you can take a Reaction to halve the Fire damage against you.

2014

Additional Rakin Traits

In addition to the traits already mentioned, Rakin have the following traits when using the 2014 version of 5th edition.

Ability Score Increase. Your Dexterity score increases by 2.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace: Fennekin. Your Wisdom score increases by 1.

Rocborn

The avian rocborn trace their origins to the cannibalisation of the Rocmother, the last dire roc of antiquity. As ages passed, the rocborn lost their ability to fly—now, their civilization is burdened with the memory of what once was, and many still desperately cling to their skyborne legacy.

Birds of a Feather...

Eons ago, when magic surged wild and raw through the world, dire rocs ruled the skies over the Timespun Sands—vast, thunderous shapes that even the mighty dragons dared not challenge. Yet as this primordial magic waned, so too did the power of these skyborne titans, who relied on the arcane to hold their colossal bodies aloft. One by one, they plummeted from the heavens, their deaths ravaging the earth with devastating quakes. And each time, the dwindling survivors gathered and consumed the flesh of their kin, desperate to absorb whatever magic they could from the carrion. When the Rocmother—last and greatest of her kind—fell to the sands, so suffused was she with magic that the ordinary birds that feasted on her corpse emerged from her innards as the first generation of rocborn.

Soaring majestically across the skies, the rocborn ruled great empires atop remote peaks and floating isles. But like their forebears, their command of the skies was not to last. The loss of their flight was neither merciful nor sudden—rather, it came in generations of dying magic and faltering flights which led to the gradual decline and eventual collapse of their hegemony. Nowadays, only the strongest rocborn can summon the strength to fly, and only for mere moments at a time. The weak can only glide upon the winds—a cruel mockery of their people's former glory.

... Flock Together

Rocborn dwell in cliff-carved citadels known as roosts, carved into the sides of the mighty mountains they once ruled. Scarred by the catastrophe that shattered their empires and clipped their wings, these avian Humanoids find solace and strength in community. Their societies are largely democratic, guided by open councils composed of members of every lineage—a celebration of their enduring kinship and unity. In the remnants of their ancient territories, the rocborn remember, rebuild, and rise... if not into the skies, then together.

It's rare to find outsiders living among rocborn, whose customs often unsettle other species. Their rigid social hierarchies, ceremonial etiquette, and unusual cuisine—dominated by raw flesh and offal and consistently ranked lowest in most gastronomic guides of the Timespun Sands—are generally enough to dissuade visitors

from a long-term stay. But no tradition provokes more revulsion than the rocborn's funerary practices: when an individual dies, a priest sanctifies and prepares the corpse as a meal for the roost. As it was from cannibalism that the rocborn originated, it is considered only natural that the dead feed the living. Only society's worst criminals are denied this rite, for to be buried in the earth is the ultimate disgrace to a people born from the sky.

Lineages

Bloodtalons

Bloodtalons descend from falcons strengthened by roc sinew and blood. The keenest and swiftest of rocborn, bloodtalons often serve as hunters, sentinels, and soldiers. Few can deny their deep-rooted pleasure in the hunt, and many celebrate their kills by wearing bone necklaces or decorating their homes with the skulls of their prey.

Deathtalons

The vultures that picked clean the Rocmother's bones also gorged upon her soul, forging a permanent intimacy with death that persists in all deathtalons to this day. In rocborn society, a deathtalon is usually every individual's first and last sight, for they serve as both midwives and morticians, priests and executioners. With but a glance, a deathtalon can identify the sick and dying. And with but a swipe of their necrotic talons, they can deliver a swift and merciful end.

Longtalons

Least expected to feed on the Rocmother were the ostriches, who—as sages believe—just happened upon the corpse. With it already picked clean by other birds, these herds cracked open the bones and grew mighty on marrow. It is said rocborn society would crumble without the struthious descendents of the ostriches, the longtalons, whose fortitude enables vast messenger networks to swiftly react to threats—which the longtalons themselves excel at willfully avoiding. With an almost biological appreciation for the idiom "ignorance is bliss," longtalons are hard-wired with a decisive, near instant response to fear: closing their eyes and ignoring it altogether.

Manatalons

Ibises—long-believed by mortal races to be magical unto themselves—were the first to feed on the dire rocs, as if guided by prescience. Their descendants, the manatalons, are born with vestiges of magic in their hearts, blessed with a limited form of foreknowledge that leads many to serve as seers and advisors. The awe of their future sight is only somewhat diminished by their infuriating habit of replying to one's sentences before they're even finished.

Rocborn Traits

Age: 300 years (maturity at 30 years)
Anatomy: Two feathered arms and two legs
Creature Type: Humanoid
Size: Medium (about 5–6 feet tall)
Speed: Depends on your lineage

As a Rocborn, you have these special traits.

Glide. When you fall, you can take a Reaction to extend your wings. When you do so, you take no damage from the fall, and you can maneuver 1 foot horizontally for every 1 foot you fall, up to a maximum distance equal to your Speed.

Preen. You can spend **10 minutes** preening your feathers, giving you **Advantage** on the next Charisma check you make before you finish a Long Rest.

Talons. Your hands end in sharp talons, with which you can make Unarmed Strikes. When you use your talons to deal damage with an Unarmed Strike, you can deal Slashing damage equal to **1d6** plus your Strength or Dexterity modifier, instead of the strike's normal damage.

Rocborn Lineage. Rocborn are a diverse species whose origins trace back to the Rocmother's demise. Choose one of these lineages: Bloodtalon, Deathtalon, Longtalon, or Manatalon.

2014

Additional Rocborn Traits

In addition to the traits already mentioned, Rocborn have the following traits when using the 2014 version of 5th edition.

Ability Score Increase. Your Dexterity score increases by 2.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace: Fennekin. You gain one of the following additional traits based on the subrace you chose.

- **Bloodtalon.** Your Wisdom score increases by 1.
- **Deathtalon.** Your Constitution score increases by 1.
- **Longtalon.** Your Constitution score increases by 1.
- **Manatalon.** Your Charisma score increases by 1.

Bloodtalon Traits

Speed: 30 feet

As a Bloodtalon Rocborn, you have these special traits.

Keen Senses. You have proficiency in the Perception skill.

Peregrine. You can take the Dash action as a Bonus Action. If another feature or ability also allows you to do so, you can make one Unarmed Strike with your talons as part of that Bonus Action.

Deathtalon Traits

Speed: 30 feet

As a Deathtalon Rocborn, you have these special traits.

Carrion Eater. Your exceptional constitution allows you to safely feast on carrion without risk of disease. Additionally, when you reduce a creature to 0 Hit Points with an Unarmed Strike using your talons, you gain Temporary Hit Points equal to your Proficiency Bonus. You also gain this benefit if you use a Bonus Action to touch the corpse of a creature that has died in the last **10 minutes**. You can gain Temporary Hit Points from the same creature only once.

Death's Talons. When you deal damage with an Unarmed Strike using your talons, you can choose to deal Necrotic damage instead of its normal damage type.

Mortal Insight. You know whether a creature you can see within **60 feet** of you is Bloodied, Poisoned, or diseased.

Longtalon Traits

Speed: 40 feet

As a Longtalon Rocborn, you have these special traits.

Head in the Sand. You have **Advantage** on saving throws to end or avoid being Charmed or Frightened. Additionally, when you are **Charmed** or Frightened, you can take a Reaction to end the Charmed or Frightened condition on yourself. When you do so, you are **Blinded** until the start of your next turn.

Plainsrunner. You are accustomed to traveling long distances. You can travel for up to **12 hours** a day without gaining Exhaustion levels from extended travel.

Powerful Build. You have **Advantage** on any saving throw you make to end being Grappled. You also count as one size larger when determining your carrying capacity.

Manatalon Traits

Speed: 30 feet

As a Manatalon Rocborn, you have these special traits.

Mana-Saturated. You know one cantrip of your choice from the Sorcerer spell list. Charisma is your spellcasting ability for it.

Semi-Prescience. You add your Proficiency Bonus to your Initiative rolls.

Scorpid

The scorpids are an arachnid-esque people that dwell underground, often in deserts. Duty and democracy are at the heart of scorpid culture, and deep below the deserts, their societies flourish, greased by a biological choice made in puberty.

By Our Mothers' Back

Motherhood is the pillar of scorpid society. Viviparous, scorpids birth live children instead of eggs like other arachnids. Seldom does a mother birth less than three children at a time. Closely resembling scorpions, these infants are translucent and stingerless. Here they are most vulnerable, and so they cling to their mother's back with abdominal pincers. The world is fraught with peril, but a specialised hormone spares the mother from the need for sleep until her children's first moult.

A month later, the entire brood simultaneously moults over a few hours. This first ever moult hardens their exoskeletons, introduces pigmentation, and transforms their abdominal pincers into legs. No longer do they cling to their mother's back, but begin to explore the world as toddlers. Stingers grow with every monthly moult until, after a year, they are weapons in their own right. Venom develops slowly over the next decade.

The Path Forward

All scorpids have a place in society determined by their pubescent metamorphosis. At the onset of puberty, about thirteen years of age, an individual falls into torpor and rapidly metamorphoses. Will they retain their short stature and become a Luminary, inherit the strength of the Greatmites, or be carved into a Sandstalker? While some believe this choice is influenced by fate or personality, the result is random unless an individual suffers the sting of another scorpid. As that scorpid's venom runs through their veins, the individual is pushed towards that same role.

Democracies in the Desert

Scholars lead scorpid society, and in their wisdom, they have pioneered the greatest, yet most arduous form of government: democracy. No scorpid adult goes without their voice heard, for every law is voted upon, every official appointed by majority. Scorpids are not perfect—evil tempts their hearts as easily as humanity's—but democracy is considered their holiest virtue.

Of all the scorpids' democratic deliberations, foremost is the argument of self-determination. Should an individual be free to choose their metamorphosis, or do society's needs come first? In times of peace and prosperity, younglings are free to make their own choice—but more than once in darker chapters of history, as war looms or rages, societies have forcibly metamorphosed adolescents into Greatmights to swell the army's ranks. This argument—liberty versus utilitarianism—has, and perhaps always will, dominate scorpids' discourse.

Lineages

Greatmite

A drive for duty and honour or a pleasure in strength compels a pubescent scorpid to metamorphose into a greatmite. Strong of arm and stronger of carapace, greatmite scorpids form the backbone of society as labourers and soldiers.

Luminaries

Luminaries lead the way for the scorpid civilization. Trained as scholars, emissaries, and leaders, these individuals accept the burden of managing society, warts and all. Smaller in stature, these scorpids possess a unique defence mechanism: to radiate biofluorescence—which doubles as a great reading light.

Sandstalker

Sandstalkers do the dirty work of scorpid civilization—espionage, assassinations, and worse. Lithe and nimble, they are trained for the shadows, be it by the government or illicit organisations. Cunning and ambition are the chief emotions to bend a scorpid towards the sandstalker metamorphosis. In scorpid society, sandstalkers are respected but also feared, and even disdained—superstition holds that only an amoral scorpid metamorphoses into a life of subterfuge and venom.

Scorpid Traits

Age: 60 years (maturity at 15 years)
Anatomy: Two arms, two legs, and a tail that ends in a stinger
Creature Type: Humanoid
Size: Depends on your lineage
Speed: Depends on your lineage

As a Scorpid, you have these special traits.

Darkvision. You have Darkvision with a range of **60 feet**.

Desert Adaptation. Your physiology allows you to better endure the harsh conditions of the desert. You automatically succeed on saving throws against extreme heat, and your required water for a day is half the normal amount for your size.

Natural Armour. While you aren't wearing any armour, your carapace provides a base Armor Class equal to 13 plus your Dexterity or Constitution (whichever is greater). You can use a Shield and still gain this benefit.

Stinger. You have a stinger that you can use to make attack rolls with your Unarmed Strikes. When you deal damage with an Unarmed Strike using your stinger, you can deal Piercing damage equal to **1d6** plus your Strength modifier, instead of the strike's normal damage.

In addition, you have a limited reserve of venom which you can inject. When you deal Piercing damage with an Unarmed Strike using your stinger, you can deal an extra **1d6** Poison damage. You can inject venom in this way a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Scorpid Lineage. Scorpids are all born the same, but diverge into three anatomical roles after their pubescent metamorphosis. Choose one of these lineages: Greatmite, Luminary, or Sandstalker.

2014

Additional Scorpid Traits

In addition to the traits already mentioned, Scorpid have the following traits when using the 2014 version of 5th edition.

Ability Score Increase. Your Constitution score increases by 2.

Languages. You can speak, read, and write Common and one other language of your choice.

Subrace: Fennekin. You gain one of the following additional traits based on the subrace you chose.

- **Greatmite.** Your Strength score increases by 1.
- **Luminary.** Your Wisdom score increases by 1.
- **Sandstalker.** Your Dexterity score increases by 1.

Greatmite Traits

Size: Medium (about 6–7 feet tall)
Speed: 30 feet

As a Greatmite Scorpid, you have this special trait.

Moulting. You moult far faster than your kin, negating harm to your carapace. When you finish a Long Rest, you gain Temporary Hit Points equal to twice your Constitution modifier (minimum of 2 Temporary Hit Points).

Luminary Traits

Size: Small (about 3–4 feet tall)
Speed: 25 feet

As a Luminary Scorpid, you have these special traits.

Biofluorescence. Your carapace absorbs ultraviolet light, allowing you to glow at will. You can take a Bonus Action to cause yourself to shed Dim Light in a **15-foot-radius Emanation**, or to extinguish the light.

Blinding Light. As an action or Bonus Action while your Bioluminescence trait is active, you can release a burst of dazzling radiance. Each creature in a **15-foot-radius Emanation** originating from you that can see you must succeed on a **Constitution saving throw** (DC 8 plus your Constitution modifier and Proficiency Bonus) or be **Blinded** until the start of your next turn. Once you use this trait, you can't use it again until you finish a Long Rest.

Sandstalker Traits

Size: Medium (about 5–6 feet tall)
Speed: 30 feet

As a Sandstalker Scorpid, you have this special trait.

Long-Tailed. Your stinger is exceptionally long, lithe, and dangerous, granting you the following benefits:

- When you make an Unarmed Strike with your stinger on your turn, your reach is **5 feet** greater than normal.
- You can use Dexterity instead of Strength for the attack and damage rolls of your Unarmed Strikes using your stinger.
- When you deal Poison damage with your Stinger trait, you can add your Constitution modifier to that damage roll.

Playing an Unevolved Scorpid

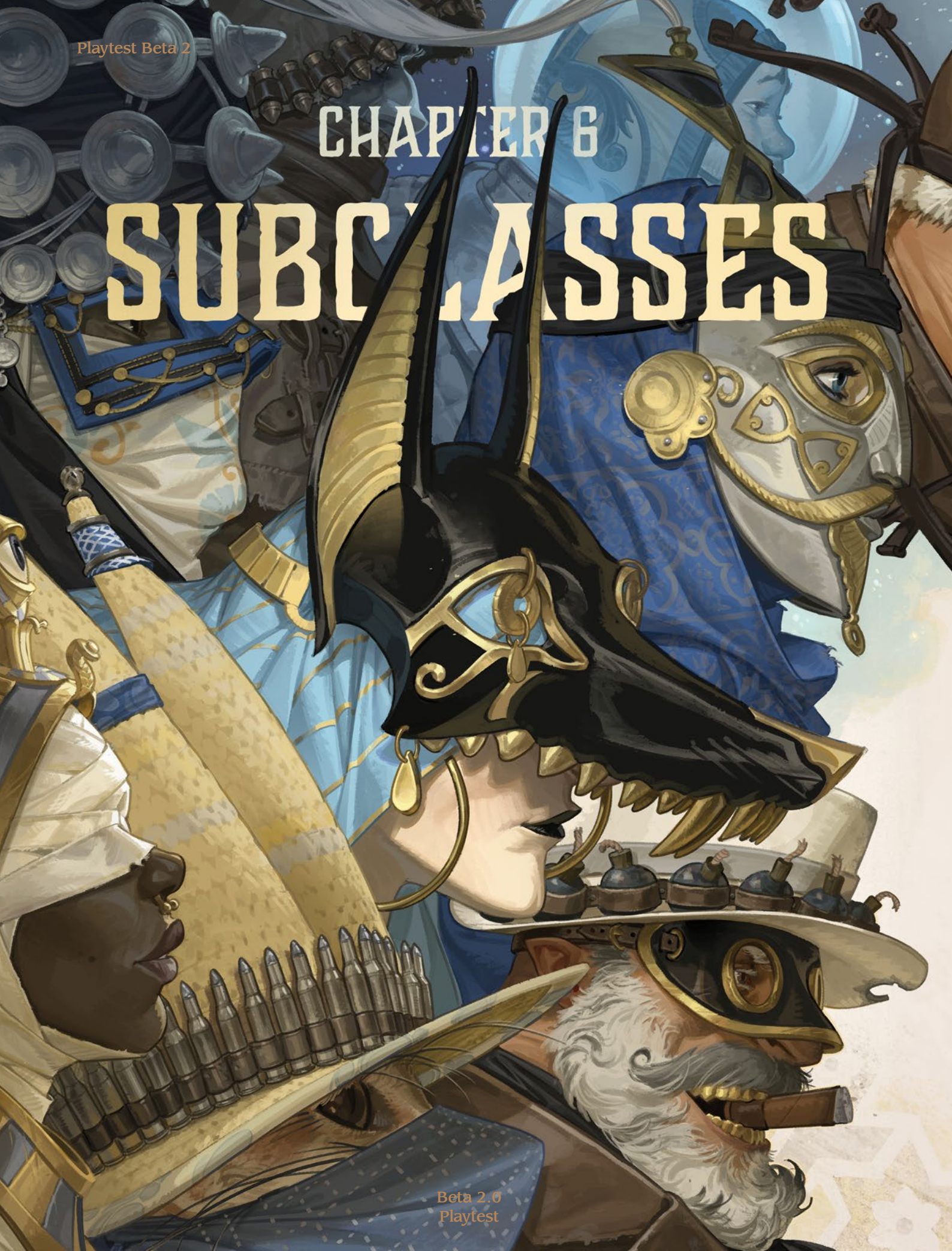
A player might wish to play as a young scorpid so that they may metamorphose during the campaign. If so, that player doesn't choose one of the scorpid lineages during character creation, and instead follows the guidelines below. Warn the player that they will be playing without a lineage until then, and therefore lack some traits, thereby diminishing their character's initial power.

- **Your size is Small (about 3–4 feet tall).**
- **Your Speed is 25 feet.**
- **If playing with 2014 rules, you can allocate a +1 bonus to any ability score that wasn't already increased by the base Scorpid race. Later, when you metamorphose, you don't gain the +1 bonus from your chosen subrace's Ability Score Increase trait.**

Scorpids traditionally metamorphose around 13 years of age. The GM may allow the player of an unevolved scorpid to metamorphose their character under different circumstances, such as a period of great danger or dire need, a coming of age milestone, or a world-shaking epiphany. Once the appropriate conditions are met, the scorpid metamorphoses during its next Long Rest, finally choosing its lineage and gaining the traits it provides.

CHAPTER 6

SUBCLASSES



Subclasses

This chapter introduces new classes and subclasses to select from for your character.

Overview

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Barbarian

Path of the Vessel

Unleash Emotions from Inside Out

Misery loves company—as do fear, rage, and joy. Barbarians are traditionally fueled by emotion, but few radiate such wild glee or brood in such abject misery as the mercurial Vessels, whose intense feelings are an irresistible beacon to the denizens of the Imaginal Plane. Emotional jinn use these passionate warriors as brief windows into the Material Plane, experiencing its wonders and agonies without fully crossing over. In exchange, they empower and join their hosts in battle, magnifying their already formidable emotions with otherworldly magic.

Barbarians who follow the Path of the Vessel are drawn to places steeped in raw emotion, compelled to bask in the great and tumultuous ocean that is mortality—festivals brimming with laughter, temples thick with reverence, courts awash with malicious intrigue. Over time, however, lesser feelings lose their flavour, and a Vessel begins to seek something deeper—the terror of war-torn battlefields, the sorrow of ancient graveyards, the anguish of crowded hospitals. These stronger emotions allow the Barbarian to summon more powerful jinn, but can also develop into a dangerous addiction. Vessels must always tread the razor's edge of succumbing to one singular, overwhelming emotion. The mortal heart is meant to experience both weal and woe in equal measure, and imbalance often leads to ruin.

Emotional Outburst

Level 3 Path of the Vessel Feature

Your heart rings out in open invitation to jinn, who use your body as a tether to the Material Plane. While your Rage is active, your **Charisma score** is equal to your Strength score (unless your Charisma is already higher).

In addition, when you activate your Rage, you can allow yourself to become a vessel for a jinn, choosing one of the types listed below to manifest. You choose the specifics of the jinn's appearance, which is always wispy, ethereal, and of Medium size, and whether it appears in an unoccupied space you can see within **30 feet** of you or surrounds your body and moves with you. While the jinn persists, you can take a Bonus Action to move it up to **30 feet** to another unoccupied space or to your space. If you move it to your space, the jinn surrounds you and moves with you until you move it away. If you're ever more than **100 feet** away from the jinn, it disappears and appears around you, as if you'd moved it to your space.

This page & Opposite: Ognjen Sporin

The jinn remains until your Rage ends. While it lasts, it exudes an aura in a **10-foot Emanation** originating from it that produces an effect based on the jinn's chosen type:

Anger. Creatures of your choice within the aura gain a bonus to the damage rolls of their melee attacks equal to half your Rage Damage bonus (rounded up).

Fear. When the jinn first appears, each creature of your choice within the aura must succeed on a **Wisdom saving throw** (DC 8 + your Proficiency Bonus + your Charisma modifier) or become **Frightened** of both you and the jinn until the end of your next turn.

Joy. At the start of each of your turns, creatures of your choice within the aura gain Temporary Hit Points equal to your Rage Damage bonus.

Sorrow. Creatures of your choice within the aura are overwhelmed by depression and apathy, and can't take Reactions.

2014

Reminder: Emanations

For the 2014 version of the 5e rules, an Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The area moves with the source of the effect unless otherwise indicated.

Empathy

Level 3 Path of the Vessel Feature

Your connection to emotional jinn has sharpened your own empathy, granting you a keen insight into the emotional state of others. You gain proficiency in the Insight skill.

In addition, you learn the *Detect Emotion** cantrip. Charisma is your spellcasting ability for this spell.

*See Chapter 10: Spells

Speak from the Heart

Level 6 Path of the Vessel Feature

Emotion is a magic all its own, and through the jinn, you may give it a voice. You can cast the spells listed in the Path of the Vessel Spells table without Material components. Charisma is your spellcasting ability for these spells. While your Rage is active, you can still cast and concentrate on a spell in this way, but only the one associated with the Jinn you've chosen, and you can choose to cast that spell using a Bonus Action instead of an action.

Once you cast a spell using this feature, you can't cast any spell using this feature until you finish a Short or Long Rest.

Path of the Vessel Spells

Emotion	Spell
Anger	*Enrage**
Fear	*Frighten**
Joy	*Enthusing Cheer**
Sorrow	*Calm Emotions*

*See Chapter 10: Spells

Emotional Damage

Level 6 Path of the Vessel Feature

Fueled by your raw emotion, your manifested jinn joins you in pummeling your foes. When you take the Attack action, you can replace each of your attacks with a weapon attack made from the Jinn's space. The attack uses your statistics, but deals Psychic damage instead of the attack's normal damage type.

In addition, if a creature that you can see moves out of your jinn's reach (which is the same distance as your own), you can take a Reaction to make an Opportunity Attack against the creature as if you were in the jinn's space.

Unyielding Resolve

Level 10 Path of the Vessel Feature

You can bring yourself back from the brink through sheer will and pure passion. After you make a Death Saving Throw, you can expend a use of your Rage to add your Proficiency Bonus to the result. If this brings the total to 20 or higher, you immediately regain Hit Points equal to **1d6 × your Rage Damage** bonus, right yourself from Prone, and activate your Rage without needing to expend another use of it. Once you use this feature, you must finish a Long Rest before you can use it again.

Catharsis

Level 14 Path of the Vessel Feature

Your mastery over your own feelings allows you to express complex blends of emotions and serve as a channel for multiple jinn at once, however briefly. While your Rage is active, you can take a Bonus Action to manifest a jinn for an instant even if another jinn is already present, choosing an emotion from the options below that is different from the one embodied by your manifested jinn:

Anger. You assault the mind of a creature you can see within **30 feet** of you with a wave of pure fury. The target makes a **Wisdom saving throw**, taking **4d12** Psychic damage on a failed save, or half as much damage on a successful one. The emotional wave then ripples out from it, and each creature of your choice within **30 feet** of the target takes Psychic damage equal to half the damage taken by the original target.

Fear. You sow fear in the hearts of your enemies. Each creature of your choice that you can see within **30 feet** of you must succeed on a **Wisdom saving throw** or be **Frightened** of you for **1 minute**. While Frightened in this way, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. Whenever a creature fails a saving throw against this feature, it takes Psychic damage equal to your Rage Damage bonus.

Joy. You remind your allies that there is still good in this world and it's worth fighting for. You restore a number of Hit Points equal to **10 × your Rage Damage bonus**, dividing the Hit Points among creatures of your choice within **30 feet** of you that you can see.

Sorrow. You overwhelm a creature you can see within **30 feet** of you with unfathomable sorrow. The creature makes a **Wisdom saving throw**. On a failed save, it becomes **Incapacitated** until the end of your next turn. If it fails the saving throw by **5** or more, it becomes **Stunned** for the duration instead.

If an effect inflicted by this feature requires a saving throw, the **DC** is 8 plus your Proficiency Bonus and Charisma modifier

Once you use this feature, you must finish a Long Rest before you can use it again, unless you expend a use of your Rage to do so.

Opposite: Aleksa Dragljevic

Bard

College of Mathematics

Redefine the Mathematical Constants of Reality

Bards of the College of Mathematics attest that, contrary to popular belief, beauty can be objectively defined. It lies not in the vacuous whims of emotion, but in the numeric patterns inherent to all things. The mesmerising spiral on a shell, perfect fifth in a musical scale, and delicate arrangement of scales on a pinecone are each symptoms of the grand equation that is the multiverse. These Bards strive to replicate this precision in their own craft, believing that the highest form of art is not passion, but perfection.

Unfortunately, their devotion to exacting theory and structure has earned them a reputation as insufferable pedants among their colleagues. While a traditional musician may compose an elegant ballad inspired by those she loves, a Mathematics Bard explains exactly why *their* symphony meets unquestionably superior standards of form and theory. A seasoned painter might let symbolism and emotion guide him when creating his next masterpiece, but a Mathematics Bard describes, in excruciating detail, the perfectly calculated proportions and rigid patterns of composition in *their* painting.

The one thing they still struggle to comprehend is why they're less popular than the other Bards at parties.

But less time partying means more time calculating—perhaps this is why the College of Mathematics counts some of the greatest scholars of the arcane amongst its numbers. For example, it was the famed numerical artist Fibona Nachie who first noted the golden ratio reflected in the construction of spells. Her magnum opus, *Arithmancy*, featured intricate visual depictions of the Weave, detailing how its geometry shaped arcane magic according to fundamental mathematical principles. Those depictions, now foundational to advanced magical theory, have allowed Mathematics Bards to manipulate the Weave in ways unknown even to Sorcerers.

Integer Overflow

Level 3 College of Mathematics Feature

You can push others beyond the thresholds where competence bleeds into recklessness and desperation turns to determination, twisting a sure success into devastating failure, or vice versa.

Whenever a creature you can see within **60 feet** of you makes a D20 Test, you can take a Reaction to learn the result of the roll before any modifiers are applied. After learning the result, you can expend a use of your Bardic Inspiration, rolling a Bardic Inspiration die. You can either add to or subtract the number rolled on your Bardic Inspiration die (your choice) from the D20 result before any other modifiers are applied. If adding the die would put the D20 result above 20, subtract 20 from the total of the roll instead. If subtracting the die would put the D20 result below a 1, add 20 to the total of the roll instead.

2014

Reminder: D20 Tests

For the 2014 version of the 5e rules, a D20 Test refers to any ability check, attack roll, or saving throw.

Vector Math

Level 3 College of Mathematics Feature

By weighing variables like momentum, wind velocity, and angle of fire, you can substitute natural agility for careful positioning and calculated action. You can use your Intelligence modifier instead of your Dexterity modifier for Initiative rolls and ranged weapon attacks. In addition, when a method of calculating your AC references your Dexterity modifier, you can replace Dexterity with your Intelligence modifier.

Comparative Analysis

Level 6 College of Mathematics Feature

A heightened ability to collect and process data allows you to obtain priceless information from the most fleeting of glances. As a Bonus Action, you can examine a creature that you can see within **60 feet** of you. Estimate one of the following: its current Hit Points, its Hit Point maximum, its Armour Class, or one of its Ability Scores. The GM tells you whether your estimate is too high, too low, or correct.

In addition, you have **Advantage** on the next attack roll you make against that creature before the start of your next turn. Once you use this feature on a creature, you can't use it on that creature again for the next **24 hours**.

Rapid Calculations

Level 6 College of Mathematics Feature

Your understanding of physics, combined with your ability to quickly analyse your surroundings, allows you to perform feats that would be impossible under normal circumstances. You gain proficiency in Intelligence saving throws and can add your Intelligence modifier to Acrobatics and Athletics checks you make.

In addition, when you make a Dexterity saving throw, you can take a Reaction to add your Intelligence modifier to that saving throw. You can take this Reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Curve Adjustment

Level 14 College of Mathematics Feature

By tweaking the miniscule patterns present in the threads of the Weave, you can drastically alter the volume of magical energy flowing into a spell. When you or a creature you can see within **60 feet** of you casts a spell with Verbal, Somatic, or Material components that either deals damage or restores Hit Points, you can take a Reaction to attempt to adjust the curve of that spell. Make an **Intelligence check** (DC 10 plus the spell's level). On a successful check, you can alter any dice rolled to determine the spell's damage or the Hit Points it restores, increasing them by one size (to a maximum of a d12) or decreasing them by one size (to a minimum of a d4).

Once you successfully alter a spell with this feature, you can't use this feature again until you finish a Long Rest. You can also restore your use of it by expending a level 3+ spell slot (no action required).

Bender

Disciple of Alacrity

Bend the Elements with Swift Movements

With enough momentum, even the lightest breeze can turn into a storm, and the smallest current into a crashing wave. Benders are taught that, through precise and practised movements, one can compel the obedience of the elements—Disciples of Alacrity, however, don't like following the rules. Controlling the elements through chaotic and unpredictable motions, these Benders weaponize speed and acceleration to dangerously effective results.

Why did you choose this path? Did you escape the grasp of a primordial jinn with newfound power? Maybe you are running away from a dangerous past you left behind? Or have you always been a free spirit, never staying in the same place for long? Whatever the case, you are a friendly breeze at your allies' backs and a ravenous fire entrapping your enemies—never still, always in motion.

Alacrity Training

Level 3 Disciple of Alacrity Feature

While you aren't wearing Medium or Heavy Armour, your Speed increases by a number of feet equal to five times your Proficiency Bonus and Opportunity Attacks against you have **Disadvantage**.

Disciple of Alacrity Spells

Level 3 Disciple of Alacrity Feature

When you reach a Bender level specified in the Disciple of Alacrity Spells table, you thereafter always have the listed spells prepared.

Disciple of Alacrity Spells

Bender Level	Prepared Spells
3	*Epinephrine**
5	*Blur*
9	*Lingering Image**
13	*Freedom of Movement*
17	*Favourable Winds**

*See Chapter 10: Spells

Ognjen Sporin

Bender

Free rules for the Bender class—first introduced in *Ryoko's Guide*—can be found at the following link:

heliana.lt/Bender

Coming Soon!

Thrown Weapon Specialist

Level 3 Disciple of Alacrity Feature

You've specialized in charging your weapons with elemental magic before flinging them at your foes, granting you the benefits below.

Thrown Weapon Training. You gain proficiency with Martial weapons that have the Thrown property, and you can use a weapon that has the Thrown property as a Spellcasting Focus for your Bender spells.

Elemental Infusion. Whenever you attack with a weapon that has the Thrown property, you can use your spellcasting ability modifier for the attack and damage rolls instead of using Strength or Dexterity, and you can cause the weapon to deal damage of a type associated with one of your Elemental Affinities or its normal damage type.

Far Thrower. In addition, attacking at long range doesn't impose Disadvantage on your attack rolls with weapons that have the Thrown property.

Returning Weapon. Immediately after hitting or missing with a ranged attack using a weapon that has the Thrown property, it flies back to your hand.

Elemental Acceleration

Level 7 Disciple of Alacrity Feature

You can bend the elements to propel your weapons at lethal speeds. When you hit a creature with a ranged attack using a weapon that has the Thrown property, the weapon deals an extra **1d4** damage to the target. You can deal this extra damage only once per turn.

The extra damage increases when you reach Bender levels 10 (**1d6**), 14 (**1d8**), and 18 (**1d10**) .

Primordial Repositioning

Level 7 Disciple of Alacrity Feature

When you take the Attack action on your turn, you can throw a weapon that has the Thrown property at an unoccupied space you can see within the weapon's long range in place of one of your attacks. You then teleport to that space and can choose to grab the weapon again.

You can use this feature a number of times equal to your spellcasting ability modifier (minimum of once), and you regain all expended uses when you finish a Long Rest. You can also regain uses by expending a level 1+ spell slot for each use you want to restore (no action required).

Primordial Redirection

Level 15 Disciple of Alacrity Feature

By bending the elements imbued into your weapons, you can change their trajectory mid-flight. Once per turn when you make a ranged attack using a weapon that has the Thrown property and miss, you can redirect the attack. Make a ranged attack using the same weapon against a different target within the weapon's normal range of the original target. Immediately after hitting or missing, the weapon flies back to your hand.

Elemental Burst

Level 20 Disciple of Alacrity Feature

With a flick of your wrist, an errant pebble can turn into a landslide, a raindrop into a deluge. Once per turn, when you make a ranged attack with a weapon that has the Thrown property, you can choose one of your Elemental Affinities. Hit or miss, the weapon unleashes a burst of elemental energy based on the chosen Affinity:

Air. Powerful winds launch the target of the attack **30 feet** in a straight line in a direction of your choice. If the target collides with a solid surface, the target takes **4d8** Bludgeoning damage. Each creature whose space the target enters on its way must succeed a **Dexterity saving throw** against your **spell save DC** or take **2d8** Bludgeoning damage.

Earth. Rocks and shrapnel fly out in a **30-foot-radius Sphere** centred on the target of the attack. Each creature in the area makes a **Dexterity saving throw** against your **spell save DC**. On a failed save, a creature takes **4d10** Piercing damage and is dazed until the start of its next turn. A dazed creature's Speed is halved, it can't take Reactions, and on its turn, it can take either an action or a Bonus Action, not both. On a successful save, a creature takes half as much damage only.

Fire. Flames burst in a **15-foot-wide Line** between you and the target of the attack and stay until the end of your next turn. When the flames appear, each creature in the area makes a **Dexterity saving throw** against your **spell save DC**, taking **4d8** Fire damage on a failed save or half as much damage on a successful one. A creature takes **4d4** Fire damage if it enters the area for the first time on a turn and if it ends its turn there.

Water. Currents freeze around the target of the attack. The target takes **4d10** Cold damage and is **Restrained** until the end of your next turn.

Each option can be used a number of times equal to the number of Elemental Affinities you have in that element, and you regain all expended uses when you finish a Long Rest.

Opposite: Ognjen Sporin

Cleric

Judgement Domain

Bear Divine Justice and Punishment

The foremost Clerics of the gods of judgement, such as Ammit, Anubis, Cerberus, and Rashnu, serve as preachers, judges, and executioners. They weigh the sins of supplicants, read their ultimate fates in crystal balls and religious trances to describe the paradises or agonies that await... and helpfully offer to deliver absolution through punishment. Even the kindest of these Clerics have a reputation for unflinching candour and righteous severity—no crime is too petty to condemn, no transgression too small to acknowledge.

The mission statement of a Judgement Cleric is quite simple: to reward the just and rebuke the wicked. Significantly less simple is agreeing on who exactly qualifies as either. Clerics of rival deities hold predictably conflicting views on the nature of morality and righteousness, but even followers of the same god can interpret the same doctrine in wildly different ways. Their disputes—often heated and contentious—draw the attention of moral philosophers the world over, who flock to the grandest of these clashes in droves to cheer for their favourites and place wagers on the outcome.

Judgement Domain Spells

Level 3 Judgement Domain Feature

When you reach a Cleric level specified in the Judgement Domain Spells table, you thereafter always have the listed spells prepared.

Judgement Domain Spells

Cleric Level	Prepared Spells
3	*Detect Evil and Good, Gentle Repose, See Future Death*, Zone of Truth*
5	*Bestow Curse, Charm People**
7	*Shackles of Pain*, Soul Rend**
9	*Contact Other Plane, Dispel Evil and Good*

*See Chapter 10: Spells

Ognjen SpoRin

2014

Judgement Domain Cleric

If you are using the 2014 version of the 5e rules, you can play the Judgement Domain Cleric subclass using the following changes.

Modification: Subclass Level
You gain this subclass at level 1 instead of level 3.

Modification: Judgement Domain Spells
You gain this feature at level 1 instead of level 3 and you gain the *Detect Evil and Good* and *See Future Death* spells at level 1 instead of level 3. In addition, all spells you gain from this feature are your domain spells; see the 2014 version of the Divine Domain class feature for how domain spells work.

Modification: Tip the Scales
You gain this feature at level 1 instead of level 3.

Modification:
Channel Divinity: Eyes of Truth
You gain the Eyes of Truth feature at level 2 instead of level 3.

Addition: Potent Spellcasting
You gain this new feature at Cleric level 8. You add your Wisdom modifier to the damage you deal with any Cleric cantrip.

Pass Judgement

Level 3 Judgement Domain Feature

As a Bonus Action, you can commend or rebuke the actions of a creature you can see within **30 feet** of you. The next time that creature hits with an attack roll within **1 minute**, roll **2d4** and add (if you commended it) or subtract (if you rebuked it) the result from the damage roll. This roll increases when you reach Cleric levels 5 (**2d6**), 9 (**2d8**), 13 (**2d10**), and 17 (**2d12**).

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Eyes of Truth

Level 3 Judgement Domain Feature

You see truths about others that they pray remain hidden—and your insight into their very souls tells you what they're about to do. As a Bonus Action, you press your Holy Symbol to your forehead and expend a use of your Channel Divinity to open your senses to the true nature of those around you. For **1 minute**, you can sense the alignment of all creatures within **60 feet** of you that aren't behind Total Cover.

When you use this feature, choose one alignment to condemn: evil, good, or neutral. For the duration, each creature you can sense using this feature that is of the chosen alignment has **Disadvantage** on the first attack roll it makes against you each turn, and you can use your Pass Judgement feature without expending a use of it to rebuke creatures you can sense using this feature that are of the chosen alignment.

Wages of Sin

Level 6 Judgement Domain Feature

When an enemy you can see within **30 feet** of you forces one or more creatures to make a saving throw, you can take a Reaction to force that enemy to make the same saving throw, suffering its effects as normal. When an ally you can see within **30 feet** of you casts a spell that affects one or more creatures other than itself, you can take a Reaction to cause that ally to gain the effects of the spell as well.

Once you use this feature, you can't use it again until you finish a Short or Long Rest. If you try to use this feature against an effect caused by a level 6+ spell, the Reaction fails but the use of this feature isn't expended.

Sight Beyond Sight

Level 17 Judgement Domain Feature

Your eyes open to the ultimate truths of not only the living soul, but reality itself. When you use your Eyes of Truth feature, the distance at which you perceive increases to **120 feet**, you gain Truesight within that area, and the effect lasts for **10 minutes**.

In addition, the ranges of your Pass Judgement and Wages of Sin features increase to **120 feet**.

Druid

Circle of the Sands

Shape Kinship with the Desert

Druids of the Circle of the Sands see a desert not as a desolate wasteland, but as a glittering expanse of hidden life and untapped mysteries. They believe that, by giving a sliver of their souls to the arid expanse, they are rewarded with its power and knowledge. These boons, however, are as unpredictable as the shifting dunes: one Druid may learn the secret to summoning a mighty maelstrom of cutting sand that can shred a foe to ribbons, while another discovers the secrets to preserving cactus fruit for three extra days using a dash of lemon juice. Truly, the desert's wisdom is as boundless as it is inscrutable.

Most Sand Druids are nomadic, journeying across the endless dunes in search of treasures, both literal and figurative, that were buried by the sands of time. Some may be found painstakingly extracting every mote of dust from a delicate archaeological discovery that would otherwise crumble beneath harsher tools. Others might devote months to slowly nursing a trickle of water into a lush oasis, sparking the beginnings of a new settlement in an empty expanse. The fiercest among them may even hunt the terrifying, paradoxical monsters of the Timespun Sands, grinding them down to their very essence in defence of the natural order and the desert's sanctity. Wise and resolute, adherents to this circle often include cactari elders and scorpid sages.

Circle of the Sands Spells

Level 3 Circle of the Sands Feature

When you join this circle, you form a connection to the desert that allows you to harness its immense power, no matter how far from it you wander. This connection manifests in your magic, granting you access to certain spells.

When you reach a Druid level specified in the Circle of the Sands Spells table, you thereafter always have the listed spells prepared.

Circle of the Sands Spells

Druid Level	Spells
3	*Create or Destroy Water, Sandskin*, Silent Image, Snakebite**
5	*Elevated Earth*, Sand Hydra**
7	*Hallucinatory Terrain, Sand Tomb**
9	*Arcane Hand (the hand is made of sand), Sandstorm**

*See Chapter 10: Spells

Ognjen SpoRin

2014

Circle of the Sands

If you are using the 2014 version of the 5e rules, you can play the Circle of the Sands Druid using the following changes.

Modification: Subclass Level
You gain this subclass at level 2 instead of level 3.

Modification: Circle Spells
You gain this feature at level 2 instead of level 3 and you gain the *Create or Destroy Water* and *Silent Image* spells at level 2 instead of level 3. Once you gain access to a spell from this feature, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the Druid spell list, the spell is nonetheless a Druid spell for you.

Modification: Sand Puppetry
You gain this feature at level 2 instead of level 3.

Sand Puppetry

Level 3 Circle of the Sands Feature

You can conjure and manipulate sand into a coarse, rough, bestial form that gets almost everywhere. As a Bonus Action, you can expend a use of your Wild Shape to create a sand puppet in the shape of a Beast, rather than turning into a Beast yourself.

The sand puppet appears in an unoccupied space of your choice that you can see within **30 feet** of you. It must take the form of a Beast you know through your Wild Shape feature and have a Challenge Rating no higher than one-quarter of your Druid level (rounded down). It shares the same restrictions on Fly and Swim Speeds as your Wild Shape feature. The puppet is an Elemental that can occupy the same space as other creatures and heavily obscures the space it occupies. It can move through a space as narrow as 1 inch without expending extra movement to do so and has **Immunity** to Poison damage and the Poisoned condition. Otherwise, the puppet has the same statistics of the Beast it emulates.

The Puppet in Combat. In combat, the puppet shares your Initiative count, but takes its turn immediately after yours. It can move and use its Reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take an action or Bonus Action to command it to take another action. That action can be one in the Beast's stat block or some other action. Whenever your sand puppet would take damage, you take the damage instead, and you have **Resistance** to that damage. If you and your sand puppet take damage simultaneously from the same effect, only you take the damage.

The puppet lasts for **1 hour**, until you are **Incapacitated**, or until you dismiss it (no action required).

Shifting Sense

Level 6 Circle of the Sands Feature

Your connection to sand and earth is so great that you can pick up on even the most imperceptible vibrations resonating through the ground beneath you. You can take a Magic action to touch the ground and gain Tremorsense out to a range of **60 feet**. If the ground is sand, this Tremorsense extends to **120 feet**. This Tremorsense lasts until you lose contact with the ground or no longer occupy the same space.

Precise Particles

Level 10 Circle of the Sands Feature

A Sand Druid understands that each crystalline grain can be as sharp as a dagger and harder than steel—and that a knowledgeable hand can turn the coarse desert dust into both weapon and shield. Whenever a creature is occupying the same space as your sand puppet, you can choose to either harm it or protect it, as detailed below

Harm. The creature must succeed on a **Constitution saving throw** against your **spell save DC** when it starts its turn in the same space as your sand puppet or take **2d4** Slashing damage.

Protect. The creature gains a **+1 bonus** to AC while occupying your puppet's space.

Dune Body

Level 14 Circle of the Sands Feature

Your control over the dunes extends to your physical form, granting you the following benefits:

- You have a Burrow Speed equal to your Speed.
- You can regenerate any limb you've lost over the course of **24 hours** by reforming it from sand.
- Whenever you take damage, you can take a Reaction to turn yourself and any items you're wearing or carrying completely into sand, gaining **Resistance** to the triggering damage, and then move up to half your Speed without provoking Opportunity Attacks before changing back. You can take this Reaction a number of times equal to your Wisdom modifier (minimum of once), regaining all expended uses when you finish a Long Rest.

Fighter

Blade Dancer

Deliver Death in a Daring Dazzling Dervish

Style is everything to a Blade Dancer. Weaving in and out of the fray, these warriors utilize tempo, panache, and outlandish swordplay to bedevil their foes and bedazzle onlookers. Often doubling as both bodyguards and entertainers, Blade Dancers are a favourite in noble courts—even in lands outside the Timespun Sands. Since Liberty's Vengeance, the day when a Blade Dancer coterie deposed the Blood-Dune King and restored democracy to the Rocborne cliff-citadels, no aristocrats trust their own necks to these warriors. Now praised as symbols of liberty, Blade Dancers of the Timespun Sands bear a heavy legacy—and drink for free in just about any caravanserai.

Blade Dancing

Level 3 Blade Dancer Feature

You power your graceful and wild swordplay with Dancing Dice. You have two Dancing Dice, which are **d6s**. While you are wielding a Melee weapon with the Light property in each hand, you can expend your Dancing Dice to use the techniques below. You regain all expended Dancing Dice at the start of each of your turns.

Deflection. When a creature you can see hits you with a melee attack, you can take a Reaction to expend one Dancing Die. Roll the die and add the result to your AC against the triggering attack, potentially causing the attack to miss.

Weave. You can take a Bonus Action to expend one Dancing Die to take the Disengage action.

Whirlwind. When you take the Attack action, you can replace one of your attacks with a sweeping slash. Expend any number of Dancing Dice and make a single attack roll against each creature within **5 feet** of you. Roll a second d20 if needed to calculate Advantage or Disadvantage against any of the targets. Each creature you hit takes **1d6** damage per expended Dancing Die. The damage is of the same type as one of the Light weapons you are wielding.

Deadly Grace

Level 7 Blade Dancer Feature

Whether on the battlefield or before an enraptured audience, you've honed your agility to perform daring and delightful feats of acrobatics. You gain proficiency in the Acrobatics and Performance skills; if you already have either of these proficiencies, you instead gain proficiency in one skill from the Fighter skill list.

In addition, your Speed increases by **10 feet**.

Third-Grade Swordsman

Level 10 Blade Dancer Feature

Defying reason and practicality, you can now wield a third Light weapon in an outlandish way, such as by juggling it, holding it in your mouth, tail, or similar appendage, or even holding it aloft telekinetically. You gain a third Dancing Die.

In addition, when you use your Deflection technique while wielding three Melee weapons with the Light property, you can expend one additional Dancing Die as part of that Reaction. If you do, you immediately make a melee weapon attack against the triggering creature before resolving its attack.

To the Tune of the Blade

Level 15 Blade Dancer Feature

There is a rhythm to battle and you play it like a true virtuoso, making a sweet melody from ringing steel and falling bodies. Your Dancing Dice become **d10s**.

Storm of Steel

Level 18 Blade Dancer feature

You weave beautiful and deadly attacks with each step you take, turning yourself into a whirling terror that sweeps across the battlefield—the dance must never stop. When you use your Action Surge and are holding at least two Melee weapons with the Light property, you become a storm of dancing steel. Whenever you move within **5 feet** of a creature while in this state, you can deal **1d10** damage to it, of the same type as one of the weapons you are wielding (your choice). A creature can only take this damage once per turn.

This state lasts for **1 minute**, and you must take a Bonus Action on each of your subsequent turns to maintain it. It ends early if you end your turn without having done so, if you end your turn without having moved or made an attack against an enemy, if you're not wielding at least two Melee weapons with the Light property, or if you become **Incapacitated**.

Opposite: Ognjen Sporin

Gunner

Core Gunner Traits

Primary Ability	Dexterity
Hit Point Die	D8 per Gunner level
Saving Throw Proficiencies	*Choose 2:* Acrobatics, Athletics, Intimidation, Perception, Persuasion, Sleight of Hand, Stealth, or Survival
Tool Proficiencies	*Choose 1:* Smith's Tools or Tinker's Tools
Weapon Proficiencies	Simple weapons and Martial Ranged weapons
Armour Training	Light Armour
Starting Equipment	*Choose A or B:* (A) Leather Armour, Dagger, Pistol, Rifle, 20 Bullets, Bandolier, Tool chosen for the tool proficiency above, Explorer's Pack, and 4 GP; or (B) 100 GP

Steady of hand and breath, a camouflaged scorpid lies in wait atop the windswept cliffs, aiming down the sights of his rifle. Though it takes him ten minutes to line up the perfect shot, his patience is rewarded when splatters of dark crimson speckle the sunscorched rock below.

The ground quakes under the charge of a spectral steed, atop which rides a grinning fennekkin, pistols blazing. Regretful highwaymen scatter in a panic to escape the trampling hooves... only to fall to a sudden rain of hot lead.

Smoke, sweat, and gunpowder hang heavy in the air of the workshop where a rocborn smith labours through the night, each ring of the hammer strengthening her resolve. Come dawn, she will hold the perfect bullet with which to avenge her family.

Whether as staunch protectors of frontier towns on the fringes of civilisation or ruthless desperados leaving a trail of empty bank vaults in their wake, Gunners make their mark upon the world with the crack of gunfire. Slick, resourceful, and lightning-fast, these deadly marksmen act when their foes least expect, changing the flow of battle with each well-timed, well-aimed shot. Blink and you'll miss their next bullet—not that you could have dodged it, anyway.

Ognjen SpoRin

Gunner Features

Level	Proficiency Bonus	Class Features	Maximum Moxie	Maximum Total Attachments	Maximum Attachments per Weapon
1	+2	Moxie, Weapon Mastery	2	—	—
2	+2	Bullet Time (×1), Firearm Attachments	2	2	1
3	+2	Gunner's Creed, Lucky Skill	2	2	1
4	+2	Ability Score Improvement	2	2	1
5	+3	Extra Attack	3	3	2
6	+3	Quickdraw	3	3	2
7	+3	Gunner's Creed Feature	3	3	2
8	+3	Ability Score Improvement	3	3	2
9	+4	Improved Moxie	4	4	2
10	+4	Tough as Nails	4	4	2
11	+4	Gunner's Creed Feature	4	4	2
12	+4	Ability Score Improvement	4	4	2
13	+5	Adrenaline Rush	5	5	3
14	+5	Double Tap	5	5	3
15	+5	Gunner's Creed Feature	5	5	3
16	+5	Ability Score Improvement	5	5	3
17	+6	Bullet Time (×2)	6	6	4
18	+6	Gunner's Creed Feature	6	6	4
19	+6	Epic Boon	6	6	4
20	+6	Ultimate Weapon	6	6	4

Becoming a Gunner...

As a Level 1 Character

- Gain all the traits in the Core Gunner Traits table.
- Gain the Gunner's level 1 features, which are listed in the Gunner Features table.

As a Multiclass Character

- Gain the following traits from the Core Gunner Traits table: Hit Point Die, proficiency with Martial Ranged weapons, and training with Light armour.
- Gain the Gunner's level 1 features, which are listed in the Gunner Features table.

Ognjen Sporin

Gunner Class Features

Moxie

Level 1 Gunner Feature

You harness your grit and derring-do to take swift action the moment your foes blink. During combat, you can build momentum, represented by a resource called Moxie. You can never have more Moxie than shown on the Maximum Moxie column of the Gunner Features table for your level. You can use a Bonus Action to gain **1 Moxie** if, on the same turn, you've made an attack roll against an enemy or forced an enemy to make a saving throw. Additionally, you gain **1 Moxie** each time you do any of the following:

- Score a Critical Hit against an enemy that has a Challenge Rating of 1/2 or higher.
- Roll a 20 on the d20 for a saving throw imposed by an enemy.
- The first time each turn you reduce an enemy that has a Challenge Rating of 1/2 or higher to 0 Hit Points.

If you haven't gained or expended any Moxie for **1 minute**, you lose all Moxie. You can expend **1 Moxie** to reload a firearm when you use its last bullet (no action required), or to take the special Reactions described below which don't use your normal Reaction:

Point-Blank. When a creature that you can see leaves your reach using its action, its Bonus Action, its Reaction, or one of its speeds, you can expend **1 Moxie** as a special Reaction to make an Opportunity Attack against that creature. This Opportunity Attack can be a ranged attack with a firearm you're holding instead of a melee attack.

Second Chance. When you fail an ability check, you can expend **1 Moxie** as a special Reaction to reroll the check, and you must use the new roll.

True Grit. When you start your turn, or when an enemy starts its turn within **60 feet** of you, you can expend **1 or more Moxie** as a special Reaction to gain Temporary Hit Points. To determine the number of Temporary Hit Points, roll a number of **d6s** equal to the Moxie expended and add them together.

You can still only take one Reaction, special or otherwise, on each turn.

GM Tip: Turns and Rounds

In D&D combat, a round is how long it takes for each creature in the Initiative order to take its turn. Normally, a creature has one Reaction and regains it at the start of its turn, effectively limiting it to one Reaction per round. However, features such as the Gunner's Moxie allow a creature to take several Reactions per round. Limiting those to one Reaction per turn still allows a creature to take multiple Reactions—it just can't do so on the same creature's turn.

For example, a Gunner wouldn't be able to make a normal Opportunity Attack to strike at a fleeing goblin and then use True Grit at the end of that goblin's turn. However, making an Opportunity Attack against the goblin and using True Grit at the end of the next goblin's turn is perfectly fine.

2014

Gunner Features

If you are using the 2014 version of the 5e rules, you can play the Gunner by replacing the Weapon Mastery feature with the Firearm Mastery feature, and replacing the Epic Boon feature with the Ability Score Improvement feature.

Replacement: Firearm Mastery
Level 1 Gunner Feature

Years of experience or innate talent have made you a natural at wielding firearms—it's all in the wrist. You can engage in two-weapon fighting using Ranged weapons that have the Light property, as long as they're firearms. Additionally, if you're holding a firearm, you can load a piece of ammunition into it even if you lack a free hand.

Weapon Mastery

Level 1 Gunner Feature

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Pistols and Rifles.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Revolvers and Muskets.

Bullet Time

Level 2 Gunner Feature

As a Bonus Action, you can enter a state of heightened reflexes until the start of your next turn. For the duration, you have **Advantage** on attack rolls, ability checks, and Dexterity saving throws, and creatures have **Disadvantage** on attack rolls made against you. In addition, when you expend Moxie during this time, you can choose to expend 1 less Moxie. You can do this once for each use of this feature.

Once you use this Bonus Action, you can't do so again until you finish a Short or Long Rest. Starting at Gunner level 17, you can use it twice before a rest.

Firearm Attachments

Level 2 Gunner Feature

A marksman is only as good as their weapon, and you've learned to improve yours with special attachments. You apply one attachment of your choice, such as Extended Capacity, to two different firearms you are holding. Attachments are described in the "Firearm Attachment Options" section later in the class's description.

Applying Attachments. Whenever you finish a Long Rest, you can apply attachments to one or more firearms you are holding. The Gunner Features table shows how many attachments you can have attached in total. The table also shows the maximum number of your attachments that a single firearm can hold at a time. You can apply the same attachment to different firearms, but each counts against the number of attachments you can have attached in total.

If applying an attachment would cause you to exceed your maximum number of attachments, choose one of your existing attachments. That attachment ceases to function and no longer counts towards your maximum.

Attachment Types. Attachments are divided into five types: Barrel, Melee, Muzzle, Sights, and Miscellaneous. With the exception of Miscellaneous attachments, you can't have more than one attachment of the same type on the same firearm.

Prerequisites. If an attachment has a prerequisite, you and the firearm you want to apply the attachment to must meet it to apply that attachment. For example, if an attachment requires you to be a level 5+ Gunner, you can apply the attachment to a firearm you are holding once you reach Gunner level 5.

Other creatures can use firearms bearing attachments you've applied with this feature, but those creatures can't use those attachments.

Opposite: Ognjen Sporin

Gunner Subclass

Level 3 Gunner Feature

You gain a Gunner subclass of your choice. The Bulletsmith's Creed, Chronotrigger's Creed, Deadeye's Creed, and Slugger's Creed subclasses are detailed after this class's description. A subclass is a specialisation that grants you features at certain Gunner levels. For the rest of your career, you gain each of your subclass's features that are of your Gunner level or lower.

Lucky Skill

Level 3 Gunner Feature

Using a distinctive combination of raw skill and dumb luck, you can snatch victory from the jaws of defeat. Choose a skill or tool in which you have proficiency; it becomes your Lucky Skill. When you take your Second Chance special Reaction after failing an ability check using your Lucky Skill, doing so doesn't expend Moxie.

Ability Score Improvement

Level 4 Gunner Feature

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Gunner levels 8, 12, and 16.

Extra Attack

Level 5 Gunner Feature

You can attack twice instead of once whenever you take the Attack action on your turn. In addition, you can reload a firearm with the Reload property in place of one of those attacks.

Quickdraw

Level 6 Gunner Feature

You want there to be no mistake: you shot first. When you roll Initiative and you're not surprised, you can take a Reaction to draw a weapon and make an attack with it. If you hit an enemy that has a Challenge Rating of ½ or higher with this attack, you gain **1 Moxie**.

Improved Moxie

Level 9 Gunner Feature

When you would lose all Moxie as a result of not gaining or expending any for **1 minute**, you instead lose all but 1 Moxie. In addition, your True Grit die becomes a **d8**, and you gain new special Reactions for which you can expend Moxie:

Bullet Clash. When a creature you can see makes a ranged attack roll while within the normal range of a firearm you're wielding, you can expend **1 Moxie** as a special Reaction to deflect the attack. Make a ranged attack roll with that firearm. If your attack roll's total is higher than the triggering attack's, that attack automatically misses.

Close Call. When you fail a saving throw, you can expend **1 Moxie** as a special Reaction to add your Proficiency Bonus to the roll, even if it already uses your Proficiency Bonus.

Warning Shot. When a creature you can see moves towards you while within the normal range of a firearm you're wielding, you can expend **1 Moxie** as a special Reaction to attempt to stop the creature in its tracks. Make a ranged attack roll with that firearm, which deliberately misses the creature. The creature must succeed on a **Wisdom saving throw** with the **DC** equal to the result of your attack roll or be **Frightened** of you until the end of your next turn.

GM Tip: Attack Rolls as Saving Throws

Instead of a static save DC, a few Gunner features utilise the result of an attack roll as the DC for the saving throw they impose. This represents how the Gunner's accuracy and swiftness in that precise moment affect the situation—a Warning Shot is scarier the closer the bullet comes to a creature. In addition, it allows for the save DC to be dynamically altered depending on the environment or the conditions of the battle—for example, a Gunner would have Disadvantage on the attack roll for Warning Shot if Poisoned, or if a hostile creature was within 5 feet of them, thus potentially lowering the save DC.

This need not impact the speed of a turn at a table, even if it adds an extra roll. The GM can roll the saving throw for the creature at the same time as the player rolls the attack roll to determine the save DC. Then, it's just a matter of comparing the two.

Tough as Nails

Level 10 Gunner Feature

The world has chewed you up and spat you out, and you're all the more resilient for it. You gain proficiency in Constitution saving throws.

Adrenaline Rush

Level 13 Gunner Feature

When the going gets tough... you get even tougher. When you become Bloodied, or take damage while Bloodied, you can take a Reaction to gain an amount of Moxie equal to your maximum Moxie, which can put you over your maximum. You can't gain more Moxie until you are below your maximum. In addition, you gain the benefits of your Bullet Time feature until the start of your next turn.

Once you use this feature, you can't use it again until you finish a Long Rest.

Double Tap

Level 14 Gunner Feature

You have the fastest hands in the multiverse. You can take an additional Bonus Action on your turn. This Bonus Action can't be used to make an attack.

Epic Boon

Level 19 Gunner Feature

You gain an Epic Boon feat or another feat of your choice for which you qualify. Boon of Irresistible Offense is recommended.

Ultimate Weapon

Level 20 Gunner Feature

You've reached the apex of weapon modification. Choose one of the special attachment options presented below, which doesn't count against the maximum number of attachments you can have or the maximum number of attachments that a weapon can hold.

Whenever you finish a Long Rest, you can apply that attachment to one firearm you are holding, causing any other application of that attachment you've made to cease to function.

Arcano-Intelligent Targeting (Miscellaneous)

Immediately before you make a ranged attack using a firearm with this attachment against a target you can see, you can choose to activate the attachment. When you do so, you do not roll the d20 for the attack; instead, treat the d20 as if you rolled a 20. Once you activate this attachment, you can't activate it again until the attachment recalibrates itself over the course of your next Long Rest.

Elemental Converter (Muzzle)

Whenever you hit with a ranged attack using a firearm with this attachment, you can cause it to deal your choice of Acid, Cold, Fire, Lightning, or Thunder damage rather than its normal damage type.

Additionally, when you take Acid, Cold, Fire, Lightning, or Thunder damage while wielding a firearm with this attachment, you can take a Reaction to gain Resistance to the triggering damage type until the end of the turn. When you do so, the first target you hit with a ranged attack using this firearm before the end of your next turn takes an extra **2d6** damage of the triggering type.

Megamag (Miscellaneous)

This attachment pulls bullets from an extradimensional space. While you wield a firearm with this attachment, it loses the Reload property, and requires no ammunition to fire. You can still manually reload it to load up to six pieces of special ammunition into it. You can choose to use a special piece of ammunition whenever you make a ranged attack with the firearm.

Omniscope (Sights)

Attacking at long range doesn't impose Disadvantage on your attack rolls using a firearm with this attachment. The attachment also functions as a Spyglass. As a Bonus Action while holding a firearm with this attachment, you can activate the scope, choosing either Truesight or X-Ray mode. Either mode lasts until you activate the other mode.

If you choose Truesight, you have Truesight with a range of **30 feet** while looking through this attachment. If you choose X-Ray, you have X-Ray vision with a range of **30 feet** while looking through this attachment; to you, solid objects within that radius appear transparent and don't prevent light from passing through them. X-Ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to **3 feet** of wood or dirt; thicker substances or a thin sheet of lead block the vision.

Firearm Attachment Options

Firearm Attachment options are categorized into five types: Barrel, Melee, Muzzle, Sights, and Miscellaneous. Each category's options appear in level order.

Barrel Attachments

Extended Barrel

This barrel has been elongated to increase accuracy and range. The normal range of a firearm with this attachment increases by **20 feet**, and its long range increases by **60 feet**.

At Gunner level 11+, the normal range of a firearm with this attachment increases by **40 feet** total, and its long range increases by a total of **120 feet**.

Sawed-Off Barrel

This barrel has been cut short to facilitate close-quarters combat. Being within **5 feet** of an enemy doesn't impose Disadvantage on your ranged attack rolls using a firearm with this attachment. The normal and long ranges of a firearm with this attachment are halved (calculated after other attachments that affect range).

Subaquatic Barrel

This barrel has been improved to fire underwater. Attack rolls made using a firearm with this attachment ignore the rules of underwater combat.

Wide Barrel

Prerequisite: Level 9+ Gunner

This wide barrel allows for larger bullets with more stopping power. When you hit a Large or smaller creature with a ranged attack using a firearm with this attachment, you can push the creature up to **5 feet** straight away from you. If you hit the same creature in this way a second time on the same turn, you can either push it an additional **5 feet** or knock it **Prone**. If you roll a **1** on the d20 for a ranged attack roll using a firearm with this attachment, you are pushed **5 feet** straight away from your target.

At Gunner level 15+, a firearm with this attachment can affect Huge or smaller creatures.

High-Velocity Barrel

Prerequisite: Level 11+ Gunner

This magitech barrel accelerates projectiles to near impossible speeds. Ranged attacks made using a firearm with this attachment pass through the first Medium or smaller target they hit. If there's a creature or object within **5 feet** straight behind the target, make a new ranged attack roll against it. This attack roll ignores any Cover provided by the original target. The attack is otherwise stopped early by 2 feet of a fragile material such as wood, 1 foot of a resilient material such as steel or stone, or a thin sheet of a fortified material such as adamantine or mithral.

At Gunner level 15+, ranged attacks made using a firearm with this attachment pass through magical barriers such as those created by the *Tiny Hut*, *Wall of Force*, and *Forcecage* spells. In addition, ranged attack rolls made using a firearm with this attachment ignore the AC bonus provided by the *Shield* spell.

Double Barrel

Prerequisite: Level 15+ Gunner, Reload (2) or higher

This extra barrel makes a firearm twice as dangerous. Ranged attacks made using a firearm with this attachment deal an extra die of damage on a hit. The Reload value of a firearm with this attachment is halved (calculated after other attachments that affect the Reload value).

Sights Attachments

Adamantine Sights

Being Prone or targeting a Prone creature more than **5 feet** away from you doesn't impose Disadvantage on ranged attack rolls made using a firearm with this attachment.

Night Vision Sights

You have Darkvision with a range of **60 feet** while looking through this attachment.

At Gunner level 15+, magical Darkness doesn't impede this Darkvision.

Telescopic Sights

Attacking at long range doesn't impose Disadvantage on your attack rolls made using a firearm with this attachment. The attachment also functions as a Spyglass.

Arcanovision Sights

Prerequisite: Level 9+ Gunner

While looking through this attachment, you can see a faint aura around any visible creature or object within **30 feet** of you that bears magic.

At Gunner level 15+, you can't have Disadvantage on ranged attack rolls using a firearm with this attachment against a creature or object that bears the aura.

Opposite: Ognjen Sporin

Auto-Targeting Sights

Prerequisite: Level 9+ Gunner

Immediately before you make a ranged attack using a firearm with this attachment against a target you can see, you can choose to activate the attachment. When you do so, you do not roll the d20 for the attack; instead, treat the d20 as if you rolled a 10. Once you activate this attachment, you can't activate it again until you take an action to reset the mechanism.

Thermal Sights

Prerequisite: Level 9+ Gunner

You have **Advantage** on Wisdom (Perception) checks made to detect sources of heat, such as creatures that produce heat, while looking through this attachment, and you can always see those creatures regardless of light or obscured areas, as long as they're not behind Total Cover. Some Constructs, Elementals, Undead, and other creatures exist at ambient temperature and can't be seen with this property (GM's discretion).

Melee Attachments

Bayonet

This knife, spike, or similar implement allows you to use your firearm as a melee weapon. A firearm with this attachment is also a Simple Melee weapon. You can use Dexterity instead of Strength for the attack rolls and damage rolls of melee attacks made using the firearm with this attachment, and it deals **1d4** Piercing damage on a hit.

The damage die of this attachment increases when you reach Gunner levels 5 (**1d6**) and 11 (**1d8**).

Taser

This metal rod crackles with electricity. A firearm with this attachment is also a Simple Melee weapon. You can use Dexterity instead of Strength for the attack rolls and damage rolls of melee attacks made using the firearm with this attachment, and it deals 1 Lightning damage on a hit. If a creature takes Lightning damage from this attachment, it can't take Reactions until the start of its next turn.

The damage die of this attachment increases when you reach Gunner levels 9 (**1d4**) and 15 (**1d6**).

Meathook

Prerequisite: Level 5+ Gunner

This sharp hook connects to a firearm with a short length of chain. A firearm with this attachment is also a Simple Melee weapon. You can use Dexterity instead of Strength for the attack rolls and damage rolls of melee attacks made using the firearm with this attachment, and it deals **1d4** Piercing damage on a hit.

When you hit a Medium or smaller creature within **10 feet** of you with a melee attack using this attachment, you can embed the hook in the target. While the hook is embedded in the target, it can't move farther than **10 feet** away from you, and you can use a Bonus Action to reel it **5 feet** towards you. The hook is removed from a creature if you move farther than 10 feet away from it, you make a melee attack using this attachment against a different target, or a creature uses its action to remove the hook from itself or another creature within its reach.

At Gunner level 15+, you can embed this attachment in Large or smaller creatures.

Needle

Prerequisite: Level 5+ Gunner

This attachment consists of a hollow needle filled with venomous fluid. A firearm with this attachment is also a Simple Melee weapon. You can use Dexterity instead of Strength for the attack rolls and damage rolls of melee attacks made using the firearm with this attachment, and it deals **1** Piercing damage on a hit. When you hit a creature with an attack using this attachment, you can inject it with venom. When you do so, the creature becomes **Poisoned** until the end of its next turn.

Once you inject venom with this attachment, you can't do so again until you use your action to reset the needle's mechanism. At Gunner level 11+, when you hit a creature with an attack using this attachment, you can deal an extra **1d4** Poison damage to it.

Buckler

Prerequisite: Level 9+ Gunner

This attachment consists of a small shield mounted to the barrel. While you're wielding a firearm with this attachment, you gain a **+1 bonus** to Armour Class.

Bayonet Attachment

Weighted Butt

Prerequisite: Level 9+ Gunner

This attachment has a dangerous heft to it. A firearm with this attachment is also a Simple Melee weapon. You can use Dexterity instead of Strength for the attack rolls and damage rolls of melee attacks made using the firearm with this attachment, and it deals **1d4** Bludgeoning damage on a hit. If you roll a **4** on the d4 for this damage roll against a creature, that creature has **Disadvantage** on its next attack roll before the end of its next turn.

At Gunner level 15+, the damage die of this attachment increases to **1d6**, and a creature gains **Disadvantage** when you roll **5 or higher** on the d6.

Muzzle Attachments

Scattershot

This attachment breaks bullets into a shower of shrapnel as they exit the barrel. A firearm with this attachment can't be used to make ranged attacks. When you would make a ranged attack with it, you fire shrapnel from it in a **10-foot Cone**, making one ranged attack roll. Each creature in the area makes a **Dexterity saving throw** with the **DC** equal to the result of your attack roll. On a failed save, a creature takes damage equal to a roll of the weapon's damage dice plus any bonuses to damage an attack with it would gain from other firearm attachments. Magical ammunition can't be fired by a firearm with this attachment, and mundane bullets fired from it are destroyed.

Suppressor

A firearm with this attachment loses the Loud property.

At Gunner level 11+, making an attack using a firearm with this attachment while hidden doesn't reveal your location to creatures outside of the firearm's normal range.

Muzzle Flash

Prerequisite: Level 5+ Gunner

When you make the first ranged attack using a firearm with this attachment after reloading it, the muzzle produces a blinding flash. Each creature in a **5-foot Emanation** originating from you has **Disadvantage** on its next attack roll before the start of your next turn, unless it has Immunity to being Blinded.

Red-Hot Muzzle

Prerequisite: Level 5+ Gunner

This muzzle is built with a deliberate fault that causes it to overheat. When you make the first ranged attack using a firearm with this attachment after reloading it, the muzzle becomes incandescent until the firearm is reloaded again. The next time you hit with a melee attack using this firearm, the target takes an extra **1d6** Fire damage from the attack.

At Gunner level 11+, the damage die of this attachment increases to **1d8**.

Mohammed Bellafquih

Concentration Breaker

Prerequisite: Level 9+ Gunner

This muzzle imbues bullets that pass through it with anti-magic properties. Creatures have **Disadvantage** on saving throws to maintain Concentration as a result of taking damage from ranged attacks using a firearm with this attachment.

Force Pulse

Prerequisite: Level 9+ Gunner

When you make the first ranged attack using a firearm with this attachment after reloading it, the muzzle produces a pulse of repelling force. Each Medium or smaller creature in a **5-foot Emanation** originating from you is pushed **5 feet** straight away from you.

You push Large or smaller creatures with this attachment at Gunner level 11+, and Huge or smaller creatures at Gunner level 15+.

Miscellaneous Attachments

Automatic Reloader

Prerequisite: Reload (1) or higher

The first time that a firearm with this attachment needs to be reloaded, you automatically reload it (no action required). Once this attachment is triggered, it can't trigger again until you use your action to reset the reloading mechanism.

Decorative Etchings

While brandishing a firearm with this attachment, you have **Advantage** on Charisma (Intimidation or Persuasion) checks made to interact with creatures that can see you and the firearm.

Extended Capacity

Prerequisite: Reload (1) or higher

The Reload value of a firearm with this attachment is increased by **1**, to a maximum of 6.

The Reload value of a firearm with this attachment increases by an additional **1** when you reach Gunner levels 5 (**2**), 11 (**3**), and 15 (**4**), still to a maximum of 6.

Smart Grip

You can't be disarmed of a firearm with this attachment unless you are Incapacitated.

At Gunner level 11+, you can't have Disadvantage on melee attack rolls made using a firearm with this attachment.

Arcane Stabiliser

Prerequisite: Level 5+ Gunner

Whenever you deal damage with a firearm with this attachment, it can deal your choice of Force damage or its normal damage type.

You gain a **+1 bonus** to attack rolls and damage rolls made using a firearm with this attachment at Gunner level 11+, increasing to a **+2 bonus** at Gunner level 15+. If the firearm already has a bonus to attack rolls and damage rolls, use the higher of the bonuses.

2014

Alternate Arcane Stabiliser

If you are using the 2014 version of the 5e rules, instead of allowing you to deal Force damage, a firearm with this attachment is considered magical for the purposes of overcoming Resistance and Immunity to nonmagical attacks and damage.

Bipod

Prerequisite: Level 9+ Gunner

As an action or Bonus Action while on the ground and holding a firearm with this attachment, you can unfold and mount a bipod to aid in your aiming. While the bipod is unfolded, you have **Advantage** on the first ranged attack roll you make using the firearm on each of your turns. If you move or are moved without first folding the bipod, you have **Disadvantage** on attack rolls made using the firearm until the bipod is folded. You can fold the bipod back in using an action or Bonus Action.

Heat Sink

Prerequisite: Level 15+ Gunner

This attachment allows you to overheat your firearm in order to push it past its limits. When you take the Attack action on your turn and attack using a firearm with this attachment, you can make one extra ranged attack as part of that action. When you do so, you take **3d6** Fire damage as the weapon overheats. If you take any of this Fire damage, you have **Disadvantage** on the attack roll.

Once you use this attachment, you can't do so again until you use your action to vent the excess heat.

Gunner Subclasses

Gunners are as varied as the firearms they proudly brandish, but some find common ground under the same creed—a discipline that shapes not only their combat style, but also the artistry of their gunslinging. Creeds aren't rigid codes of honour, and they don't dictate a Gunner's morals or ambitions, but rather the way in which they defend them. One might charge recklessly into battle to bring righteous fury upon a nefarious cult, while another opts to infiltrate the cult's headquarters to assassinate its leader under the cover of night. At the end of the day, whichever creed a Gunner decides to follow, it's usually bad news for any unfortunate fools who find themselves staring down the barrel of a loaded firearm.

A Gunner subclass is a specialisation that grants you features at certain Gunner levels, as specified in the subclass. This section presents the Bulletsmith's Creed, Chronotrigger's Creed, Deadeye's Creed, and Slugger's Creed subclasses.

Bulletsmith's Creed

Craft Bullets Imbued with Magical Effects

While most Gunners devote all their time to tweaking and improving their firearms, Bulletsmiths focus on an aspect often neglected by their peers: the ammunition. Arriving at the (correct) conclusion that a bullet that pierces a foe's heart would be a lot deadlier if it then explodes, these gunslingers infuse their projectiles with a variety of magical effects that let them harm opponents, heal allies, and control the battlefield. "Be prepared!" is a Bulletsmith's motto. "Be scared!" is their enemies'.

The Bulletsmith's Creed appeals to a wide range of folks: inveterate perfectionists who strive to optimise every facet of the killing process, dropouts from Artificer college looking to prove to their peers that their volatile inventions *do* have merit, or even those who simply like the pretty lights that flash when a special bullet hits its mark. Either way, these Gunners have half a dozen tricks waiting in the chamber, and when they aim their guns at a target, there's no telling what's about to exit the barrel.

Ognjen Sporin

Beta 2.0
Playtest

Bulletsmith's Flair

Level 3 Bulletsmith's Creed Feature

You relish in novelty, cycling between different types of ammunition to gain momentum in combat. You learn unique ways to gain and expend Moxie:

The More, the Moxier. At the end of each of your turns, you gain 1 **Moxie** if, since the end of your previous turn, you've fired two or more different types of bullet from a firearm, such as a nonmagical bullet and a Rare magical bullet, or two different infused bullets.

Reload, Reuse, Recycle. When you miss with an attack roll using a firearm, you can expend **1 Moxie** as a special Reaction to teleport the ammunition used back into the firearm that shot it. If a piece of ammunition would be destroyed after an attack (such as one of your infused bullets), this prevents it from being destroyed.

Infused Bullets

Level 3 Bulletsmith's Creed Feature

You've learned to craft different types of ammunition, surprising your enemies with a variety of unexpected effects. Whenever you finish a Short or Long Rest, you can create up to two infused bullets, as described below. An infused bullet is magical, and is destroyed after you hit or miss with an attack using it. Any infused bullets you create with this feature are destroyed when you finish a Short or Long Rest.

You can create an additional infused bullet when you finish a Short or Long rest when you reach Gunner levels 5 (three bullets total), 9 (four bullets total), 13 (five bullets total), and 17 (six bullets total).

Saving Throws. If an infused bullet requires a saving throw, the **DC** equals **8** plus your Intelligence modifier and Proficiency Bonus.

Armour-Piercing Bullet. When you make an attack roll with this bullet, treat the target's Armour Class as 10 plus its Dexterity modifier if its AC is higher than that.

Elemental Bullet. This bullet deals an extra **2d8** damage on a hit. The damage type is your choice of Acid, Cold, Fire, Lightning, or Thunder (your choice for each bullet when you create it).

Restorative Bullet. This bullet seeps harmlessly into the target's body upon contact. If you hit a creature with this bullet, it deals no damage, and the target regains **2d6** Hit Points.

Teleporting Bullet. If you hit a creature or a Medium or smaller object with this bullet, the target must succeed on a **Constitution saving throw** or be teleported to an unoccupied space of your choice that you can see within **30 feet** of the space it left. The chosen space must be a surface or liquid large enough to support the target.

Flash-Forged

Level 7 Bulletsmith's Creed Feature

No matter how thorough your preparations, you're always ready to improvise if needed. You gain access to a new firearm attachment: Auto-Infuser. You can have this attachment on only one firearm at a time, but it doesn't count against your total number of attachments or the maximum attachments a firearm can hold. You can apply this attachment to a firearm even if it already has a different Muzzle attachment.

Auto-Infuser (Muzzle)

This attachment imbues ammunition fired through it with the properties of your infused bullets. When you fire a piece of nonmagical ammunition from a firearm with this attachment, you can grant it the properties of one of your infused bullets (but not one gained from your Reverse Engineering feature). Once you use this attachment, you can't do so again until you spend **1 hour** resetting the mechanism, which can be done during a Short or Long Rest.

Reverse Engineering

Level 7 Bulletsmith's Creed Feature

Through careful study and less-than-careful experimenting, you can add new blueprints to your arsenal. You can dismantle a piece of Common or Uncommon magical ammunition over the course of **1 hour** if you have Smith's Tools or Tinker's Tools in hand, which can be done during a Short or Long Rest. The ammunition must be within your reach throughout the process.

Once you have dismantled the ammunition, it is destroyed, and you make a **DC 13 Intelligence (Smith's Tools or Tinker's Tools)** check. On a successful check, you learn how to recreate the ammunition's properties. When you create infused bullets with your Infused Bullets feature, any number of the bullets you create can be copies of the destroyed piece of ammunition. These bullets use the same **save DC** as your other infused bullets.

Bullet Hell

Level 11 Bulletsmith's Creed Feature

More bullets, fewer problems. When you make an attack that expends ammunition using a firearm, you can take a Reaction to split the ammunition into a number of copies equal to your Proficiency Bonus.

One piece of ammunition is directed at the original target of the attack—for each other piece, choose a target within the firearm's long range that isn't behind Total Cover, which becomes the target of a separate attack. If you direct multiple pieces of ammunition at the same target, you can reroll the d20 once for each piece beyond the first, instead of making additional attacks, choosing which roll to use.

If the duplicated ammunition is a bullet created with your Infused Bullets feature, the copies replicate its effects. Otherwise, the copies are mundane pieces of ammunition.

Once you use this feature, you can't use it again until you finish a Long Rest.

Reverberation

Level 15 Bulletsmith's Creed Feature

Getting shot is only the beginning. A creature hit by one of your infused bullets suffers additional effects at the end of its next turn, depending on the type of bullet:

Armour-Piercing Bullet. The target takes a **-1 penalty** to AC until the end of its next turn.

Elemental Bullet. The target takes an extra **1d8** damage of the type chosen for the infused bullet.

Restorative Bullet. If the target was a creature, it regains an extra **1d6** Hit Points.

Teleporting Bullet. The target makes a **Constitution saving throw**. On a failed save, the target is teleported to the same space you initially chose, or the nearest unoccupied space if that space is occupied.

Golden Bullet

Level 18 Bulletsmith's Creed Feature

The perfect projectile may not exist... but this one sure comes close. When you create infused bullets with your Infused Bullets feature, you can create a golden bullet in place of one of the other options. If an attack with a golden bullet reduces a creature to 50 Hit Points or fewer, it immediately dies.

Additionally, you can use your Reverse Engineering feature to dismantle Rare and Very Rare pieces of magical ammunition. The **DC** of the ability check is **15** for Rare ammunition, and **16** for Very Rare ammunition. On a successful check, you learn how to recreate the ammunition's properties. When you create infused bullets with your Infused Bullets feature, one of the infused bullets you create can be a copy of a Rare or Very Rare piece of ammunition you have learned to recreate.

Once you've created a golden bullet or bullet with the effects of a Rare or Very Rare piece of magical ammunition, you can't do so again until you finish a Long Rest.

Chronotrigger's Creed

Twist Time to Always Strike First

Bullets are already faster than the naked eye can follow, so is temporal manipulation a little overkill? To that, Gunners of the Chronotrigger's Creed say, "Maybe, but we're doing it anyway!" Originating in the Timespun Sands, this Creed asks its adherents to be creative and unpredictable in combat, acting at unexpected times and subtly altering the flow of time to catch opponents off guard. In their wake, their foes are often left wondering not just what happened, but *when* it happened.

How did you start your journey as a Chronotrigger? Perhaps you were trained as an agent or enforcer by one of the Timespun Sands' many chronomantic organisations, such as the Lemniscate or Horologist Orders, or a more nefarious group like the Cult of the Final Hour. Maybe encountering a paradox created by an irresponsible time traveler left you with an innate ability to control time. Or maybe you developed these skills through arduous training so you'd never be late for an appointment at high noon ever again. Whichever the case, you were left with incredible abilities and a lingering distaste for the concept of proper chronological order.

Chrono-Logic

Level 3 Chronotrigger's Creed Feature

A good chronomancer always looks forward in time. A great Chronotrigger knows to look backward as well. You gain proficiency in the History skill, and it becomes an extra Lucky Skill for you, as per your Lucky Skill feature.

In addition, you can't be surprised at the start of combat.

Chronotrigger's Flair

Level 3 Chronotrigger's Creed Feature

You can freeze your own momentum in time, preserving it for crucial moments. You learn unique ways to gain and spend Moxie:

Split Second. You gain **1 Moxie** immediately after the second time you take a Reaction since the start of your last turn.

Until Next Time. When a creature ends its turn within **60 feet** of you, you can expend **1 Moxie** as a special Reaction to send your momentum into the future. Choose an amount of Moxie up to half your maximum amount—you immediately expend that Moxie and record that amount. Once before you finish a Long Rest or take this special Reaction again, you can choose to gain Moxie equal to the recorded amount (no action required).

Hang Fire

Level 7 Chronotrigger's Creed Feature

Acting in proper time is so *boring*. You much prefer interrupting your foes when they're about to do something interesting. You gain access to a new firearm attachment: Timeflux Capacitor. You can have this attachment on only one firearm at a time, but it doesn't count against your total number of attachments or the maximum attachments a firearm can hold.

Timeflux Capacitor (Miscellaneous)

When you take the Attack action, you can take the Ready action in place of one attack made using a firearm with this attachment. When you take the Ready action in this way, it can only be used to ready an attack using the firearm with this attachment.

Temporal Tweak

Level 7 Chronotrigger's Creed Feature

A gentle press on the delicate scales of time is often just enough to tip them in your favour. When you roll Initiative, you can choose to take a penalty to your roll equal to your Dexterity modifier and give a willing creature you can see that is in the same combat a bonus to its Initiative roll equal to that penalty.

Alternatively, when you roll Initiative, you can impose a penalty to the Initiative roll of a willing creature you can see that is in the same combat equal to your Dexterity modifier, and gain a bonus to your Initiative roll equal to that penalty.

You can't use this feature if you or the creature are Incapacitated.

Faster Than a Speeding Bullet

Level 11 Chronotrigger's Creed Feature

Fast forward to your inevitable victory! When you use your Bullet Time feature, you gain the effect of the *Haste* spell for the duration without suffering the wave of lethargy that typically occurs when the effect ends.

Opposite: Ognjen Sporin

Slow Motion

Level 15 Chronotrigger's Creed Feature

Let's see your foes dodge your attacks when the fabric of time around them has the consistency of molasses. When you hit a creature with the attack made as part of your Quickdraw feature, it must reroll Initiative and take the lower result. In addition, the creature makes a **Wisdom saving throw** with the DC equal to the result of your attack roll. On a failed save, the creature gains the effect of the *Slow* spell until the end of its next turn.

Overclock and Load

Level 18 Chronotrigger's Creed Feature

Such is your mastery over the flow of time that you can create a handful of extra seconds out of nothing—and a handful of seconds is often all you need. When you use your Adrenaline Rush feature, you can immediately take an extra turn, and the use of Bullet Time that this triggers lasts until the end of your extra turn instead of its normal duration.

Beta 2.0
Playtest

Deadeye's Creed

Aim Carefully and Land the Perfect Shot

As patient as they are lethal, Deadeyes are master sharpshooters, prizing accuracy and efficiency above all else. With eagle eyes, they scan the battlefield in the span of a heartbeat, accounting for factors such as wind velocity, projectile drop, and target trajectory as instinctively as they breathe. Then, they take their first shot. Seldom do they need a second.

What first led you down the path of a Deadeye? Have you always had the patience of a saint and an uncanny knack for complex mental physics? Or is each of your bullets guided by pure chance, with the multiverse conspiring to bury them in your foes through a series of unlikely coincidences, even in the face of your ineptitude? Regardless of your motivations, one thing is certain: you never miss.

Deadeye's Flair

Level 3 Deadeye's Creed Feature

Each of your shots is perfectly calculated, with ponderous rigor and endless patience. You learn unique ways to gain and expend Moxie:

Calculated Ricochet. When you make a ranged attack roll using a firearm and miss, you can expend **1 Moxie** as a special Reaction to make an attack roll against a different target within **30 feet** of the original target with the same firearm and ammunition.

Careful Aim. At the end of each of your turns, you gain **1 Moxie** if you hit an enemy that has a Challenge Rating of 1/2 or higher with a ranged attack roll using a firearm and didn't use any movement that turn.

Stakeout

Level 3 Deadeye's Creed Feature

No foe can escape your notice. Unfortunately for them, the opposite isn't true. You gain proficiency in the Perception and Stealth skills. Additionally, choose one of these skills to become an extra Lucky Skill, as per your Lucky Skill feature.

Marksman's Insight

Level 7 Deadeye's Creed Feature

You've learned to carefully study your marks for chinks in their armour. As a Bonus Action, you can examine a creature within the long range of a firearm whose Sights attachment you are looking through. Choose a condition or damage type. You know whether that creature has Immunity, Resistance, or Vulnerability to the chosen condition or damage type.

Once you use this feature on a creature, you can't use it on the same creature again until you finish a Long Rest.

Ognjen Spasin

Scoping Mechanism

Level 7 Deadeye's Creed Feature

The logic is simple: aim better, kill better. When you apply attachments at the end of a Long Rest, you can apply an additional Sights attachment to one of your firearms, even if the firearm already has a different Sights attachment. This extra attachment doesn't count against your total number of attachments or the maximum attachments a firearm can hold.

In addition, the number you need to roll on the d20 to score a Critical Hit with a firearm is reduced by 1 for each Sight attachment applied to it.

One Shot, One Kill

Level 11 Deadeye's Creed Feature

You can forgo additional shots to gamble it all on a single bullet—and the more you put on the line, the more you stand to win. When you reload a firearm, you can choose to load it with a single bullet instead of its maximum amount. If you do, the next ranged attack made with that firearm before it's reloaded again deals extra damage on a hit depending on the firearm's **Reload value**, as detailed in the Damage per Reload Value table.

Once you deal this extra damage, you can't do so again until the start of your next turn.

Damage per Reload Value

Reload Value	Extra Damage
Reload (1)	None
Reload (2)	1d6
Reload (3)	2d6
Reload (4)	3d6
Reload (5)	4d6
Reload (6)	5d6

Steady Breath

Level 15 Deadeye's Creed Feature

By drawing in your breath, you steady both body and mind. As a Bonus Action, you can start holding your breath until the start of your next turn or until you lose Concentration. If you fail an Intelligence, Wisdom, or **Charisma saving throw** during this time, you can choose to end Concentration on this effect to take your Close Call special Reaction without expending Moxie.

If you maintain Concentration on this effect for the full duration, you have **Advantage** on the first attack roll you make before the end of your turn.

Re-Ricochet

Level 18 Deadeye's Creed Feature

You can fish for the perfect hit with clever, well-calculated plans... So what if they happen to be extremely convoluted? When you make a ranged attack roll using a firearm and hit, you can take your Calculated Ricochet special Reaction, causing it to miss instead so you can attack a different target.

In addition, after you take your Calculated Ricochet special Reaction, you can expend **1 Moxie** to make an attack roll against a different creature within **30 feet** of the second target, which can be the original one, using the same firearm and ammunition. The new roll is made with **Advantage**.

Dragoon's Creed

Ride a Loyal Steed Into Battle

Combining extreme mobility with the overwhelming advantage of the high ground, Gunners of the Dragoon's Creed rain down fire from atop a loyal steed. They are a blur on the battlefield, weaving through friends and foes alike as swiftly as the speeding bullets they let loose and leaving heads spinning—or better yet, riddled with holes—in their wake. Widely considered one of the most challenging, this creed requires its adherents to juggle command of their mount with high-velocity marksmanship, all while staying atop the saddle in the heat of combat. Make no mistake, however: a true Dragoon only gets more accurate the faster they move.

Those that follow the path of the Dragoon might be lone rangers who eschew Humanoid company in favour of their steed's, mysterious vigilantes who ride off into the sunset after each act of selfless heroism, or breakneck daredevils who count any fight lasting longer than six seconds as a personal failure, regardless of result. Whatever the case may be, these Gunners are united by their respect for their mounts, a taste for daring manoeuvres, and of course, the need... the need for speed.

Trusty Steed

Level 3 Dragoon's Creed Feature

You gain the ability to summon a loyal mount called a Trusty Steed. When you finish a Short or Long Rest, you can summon a steed to an unoccupied space within **5 feet** of you; if you already have one, the previous steed is permanently dismissed (see Disappearance of the Steed below). The steed is Friendly to you and your allies, and it obeys your commands. See its game statistics in the Trusty Steed stat block.

TRUSTY STEED

Medium Creature

AC 15 **Initiative** +3 (13)
HP 5 + five times your Gunner level **Perception** +0 (10)
Speed 20 + five times PB ft.

	STR	DEX	CON	INT	WIS	CHA
Score	14	16	15	8	10	10
Mod (Save)	+2 (**+2***)	+3 (**+3***)	+2	-1	+0	+0

Damage Immunities Poison (Animated Steed only), Psychic (Bizarre Steed only)
Condition Immunities Frightened (Bizarre Steed only), Poisoned (Animated Steed only)
Senses —
Languages Understands the languages you know; telepathy 120 ft. (Otherworldly Steed only)
CR None (XP 0; **PB** equals your Proficiency Bonus)

Animal Instincts (Feral Steed Only). The steed has **Advantage** on Perception checks, as well as Dexterity and Wisdom saving throws.

Fine Fettle. The steed adds its Gunner's Proficiency Bonus to its Strength and Dexterity saving throws.

Magic Resistance (Otherworldly Steed Only). The steed has **Advantage** on saving throws against spells and other magical effects.

Momentum. If the steed moves **10+ feet** in a straight line, it adds momentum to its rider's next strike. If you are mounted on the steed, you gain a **1d4** bonus to your next attack roll this turn. You can only benefit from this trait once on each turn.

Trained Mount. The steed counts as one size larger when determining its carrying capacity; the weight it can push, drag, or lift; and which creatures can use it as a mount.

Actions

Strike. *Melee Weapon Attack:* Bonus equals **+2 plus PB**, reach 5 ft. *Hit:* **1d6 + PB** Bludgeoning damage.

The Steed in Combat. In combat, the steed acts during your turn. It can move and use its Reaction as you command (no action required by you), but the only action it takes is the Dodge action, unless you take a Bonus Action to command it to take an action in its stat block or some other action. If you are **Incapacitated**, the steed acts on its own and isn't limited to the Dodge action.

Disappearance of the Steed. You can use an action to temporarily dismiss your steed. It disappears into a pocket dimension where it awaits your summons. Equipment it's wearing is dismissed alongside the steed, but anything it's carrying is left behind. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within **5 feet** of you. Alternatively, you can dismiss it permanently, causing it to disappear until you resummon it when you finish a Short or Long Rest. When the steed dies or is permanently dismissed, it disappears, leaving behind everything it's wearing or carrying.

Ognjen Spodrin

Type of the Steed. When you summon the steed at the end of a Short or Long Rest, choose one of the options below, which gives the steed unique abilities (included in the stat block). You also choose the steed's creature type from among the selection for that option. You determine the steed's appearance based on this choice, which has no effect on its game statistics:

Animated Steed (Construct, Elemental, or Undead). Your steed is animated by magic or technology. Examples include mechanical devices such as a clockwork bull, elemental manifestations such as a gemstone serpent, and reanimated corpses such as a skeletal warhorse. It has **Immunity** to Poison damage and the Poisoned condition.

Bizarre Steed (Aberration, Ooze, or Plant). Your steed has a strange or disturbing appearance. Examples include eldritch abominations such as a ravenous otyugh, slithering oozes such as a gelatinous ostrich, and gnarled plants such as an animated topiary. It has **Immunity** to Psychic damage and the Frightened condition.

Feral Steed (Beast, Dragon, or Monstrosity). Your steed is a wild creature. Examples include mundane animals such as a mighty stallion, majestic dragons such as a wingless drake, and more unnatural monsters such as an owlbear. It has **Advantage** on Perception checks, as well as Dexterity and **Wisdom saving throws**.

Otherworldly Steed (Celestial, Fey, or Fiend). Your steed has extraplanar origins. Examples include heavenly beings such as a resplendent unicorn, mischievous fey such as a giant rabbit, and fiendish horrors such as a flaming nightmare. It has telepathy with a range of **120 feet** and **Advantage** on saving throws against spells and other magical effects.

At Gunner level 7+, whenever your steed deals damage with its Strike, it can deal your choice of Force damage or its normal damage type.

Dragoon's Flair

Level 3 Dragoon's Creed Feature

Teamwork makes the dream work—you and your steed make a deadly duo that can't be beat. You learn new ways to gain and spend Moxie:

Ride-By Shooting. You gain **1 Moxie** when you hit an enemy that has a Challenge Rating of 1/2 or higher with an attack that benefits from your Trusty Steed's Momentum trait.

Giddyup! When a creature ends its turn, you can expend **1 Moxie** as a special Reaction to cause your Trusty Steed to move up to half its Speed without provoking Opportunity Attacks.

Born for the Saddle

Level 7 Dragoon's Creed Feature

You have a great aptitude for riding, and an even greater aversion to being dismounted. You can summon your Trusty Steed from its pocket dimension as part of using your Quickdraw feature. Whenever you summon the steed, you can choose for it to appear in your space and for you to immediately mount it without expending movement.

In addition, you can't be knocked Prone while mounted, you can't fall off your mount as a result of it being moved against its will, and you only expend **5 feet** of movement, instead of half of your movement, to mount or dismount a creature.

Perfect Partnership

Level 7 Dragoon's Creed Feature

You scratch your steed's back, it scratches yours... somehow. When you use your True Grit special Reaction while mounted on your Trusty Steed, the steed gains the same number of Temporary Hit Points. In addition, when you hit with an attack that benefits from the steed's Momentum trait, it deals an extra **1d6** damage. This damage is the same type as the attack.

Turbo Boost

11th-Level Dragoon's Creed Feature

Others think you're already going too fast. You know that you can go even faster. When your Trusty Steed takes the Dash action, it also gains the benefits of the Disengage action.

In addition, the first time your steed moves on a turn after taking the Dash action, you can cause it to briefly break the sound barrier, producing a thunderous boom that's audible within **300 feet**. Each creature other than you within **5 feet** of the steed when it starts moving makes a **Strength saving throw** with the **DC** equal to 8 plus the Trusty Steed's Dexterity modifier and PB. Roll a number of d6s equal to your Proficiency Bonus. On a failed save, a creature takes Thunder damage equal to the total of the dice, is pushed back up to **10 feet**, and is knocked **Prone**. On a successful save, a creature takes half as much damage only. Creatures within **5 feet** of the steed when it stops moving must also make this saving throw. A creature makes this save only once per turn.

Once your steed has broken the sound barrier in this way, it can't do so again until you finish a Short or Long Rest.

Thoroughbred

Level 15 Dragoon's Creed Feature

Hardened by the experience of fighting at your side, your steed unlocks new latent abilities. The extra damage of your Perfect Partnership feature increases to **1d10**. In addition, your steed gains benefits depending on its type, as described below:

Animated Steed. The steed gains a **+2 bonus** to AC. At the start of each of your turns, the steed regenerates or repairs itself, regaining **5** Hit Points.

Bizarre Steed. The steed has **Immunity** to the Charmed, Grappled, and Restrained conditions. The reach of the steed's Strike action increases to **15 feet**, and if the steed scores a Critical Hit against a creature, the creature is **Frightened** of the steed until the end of the steed's next turn.

Feral Steed. The steed gains Blindsight with a range of 30 feet. When you make an attack that benefits from the steed's Momentum trait, you have **Advantage** on the attack roll if at least one of your allies other than the steed is within **5 feet** of the target and the ally isn't Incapacitated.

Otherworldly Steed. The steed can use a Bonus Action to teleport up to 10 feet to an unoccupied space it can see. A creature mounted on the steed teleports with it. Additionally, when the steed makes a D20 Test, it can roll **1d4** and add the result to the roll. Once it does so, it can't do so again until the start of your next turn.

Shoot for the Stars

Level 18 Dragoon's Creed Feature

After conquering the land, you've decided to move to the skies and the oceans. Each time you summon your Trusty Steed when you finish a Short or Long Rest, you can choose for it to be Large or Medium and for it to gain a Fly or Swim speed equal to its Speed. While Large, the steed can carry up to two Medium or smaller creatures, but its Speed is halved and it loses its Fly or Swim speed while doing so.

In addition, the steed gains the two Reactions listed below. You can expend **1 Moxie** to allow the steed to take either one as a special Reaction instead, which doesn't use up its normal Reaction. The steed can still only take one Reaction on each turn.

Barrel Roll. When the steed or a creature riding it is targeted by an attack roll made by a creature the steed can see, the steed can take a Reaction to perform an acrobatic roll, imposing **Disadvantage** on the attack roll.

Evasive Manoeuvres. When the steed succeeds on a saving throw against an area of effect, it can take a Reaction to move up to half its Speed without provoking Opportunity Attacks. If this movement results in the steed leaving the area of effect that triggered the saving throw, any creature mounted on it can reroll its own saving throw against that area of effect, and takes no damage if it succeeds.

Slugger's Creed

Keep Your Friends Close, and Your Enemies Closer

What's even more painful than a bullet to the gut? A point-blank bullet to the gut, of course. Sluggers exchange the relative safety of distance and cover for the exhilarating chaos of close-quarters combat, leveraging their superior agility to run circles around their foes and bring them down with a combination of blade and bullet. Detractors accuse these Gunners of simply covering for their poor aim, but curiously enough, they rarely voice this opinion within earshot of one.

There are many reasons why you may have chosen to be a Slugger. Perhaps you're a thrill seeker who thrives on high-risk, high-reward tactics. You could be a maverick inventor who sought to merge firearms with melee weapons against the recommendations of your colleagues and in flagrant violation of local safety ordinances. Or maybe you do have bad aim—no one needs to know! Whichever the case, you're among the rare few Gunners whose foes desperately wish would keep their distance.

Close-Quarters Expert

Level 3 Slugger's Creed Feature

Any foe that thinks you won't be as dangerous up close as you are from a distance is in for a very painful realisation. You gain proficiency in the Acrobatics skill, and it becomes an extra Lucky Skill for you, as per your Lucky Skill class feature.

In addition, you gain proficiency with Martial weapons that lack the Two-Handed property.

Slugger's Flair

Level 3 Slugger's Creed Feature

Alternating between gunshots and melee attacks, you unleash devastating combos. You learn unique ways to gain and expend Moxie:

Blade & Bullet. The first time you hit with a ranged attack using a firearm and a melee attack on the same turn, you gain **1 Moxie**.

Tacticool Reload. Immediately after you reload a firearm, you can expend **1 Moxie** as a special Reaction to make a melee attack with a weapon or an Unarmed Strike.

Bullet Ballet

Level 7 Slugger's Creed Feature

Quick feet and quicker fingers are a deadly combination on the battlefield. When you gain or expend 1 or more Moxie, you can move up to **5 feet** without provoking Opportunity Attacks. If the triggering Moxie is being expended as part of a Reaction, you can choose to move before or after you take that Reaction.

Lead to the Face

Level 7 Slugger's Creed Feature

You love the smell of powder burn in the morning. When you apply attachments at the end of a Long Rest, you can apply the Sawed-Off Barrel attachment to one of your firearms, even if the firearm already has a different Barrel attachment. This extra attachment doesn't count against your total number of attachments or the maximum attachments a firearm can hold.

Concealed Parry

Level 11 Slugger's Creed Feature

Your heightened reflexes allow you to deflect attacks using your firearms. When a creature hits you with a melee attack while you're holding a firearm, you can take a Reaction to add a **+2 bonus** to your Armor Class against that attack, potentially causing it to miss.

Adrenaline Junkie

Level 15 Slugger's Creed Feature

You come alive under the high pressure of emergencies and crises. When you finish a Short Rest, you can regain the use of your Adrenaline Rush feature. The second time you use your Adrenaline Rush feature before taking a Long Rest, you gain half as much Moxie from it.

After you regain the use of Adrenaline Rush in this way, you can't do so again until you finish a Long Rest.

Counter-Strike

Level 18 Slugger's Creed Feature

Each missed opportunity for an opponent is a new opportunity for you. The bonus to AC from your Concealed Parry feature increases to **+3**. If the triggering attack misses, you can make a melee attack with a weapon or an Unarmed Strike against the attacking creature as part of the same Reaction.

Ognjen Sporin

Spellslinger's Creed

Empower Your Shots with Arcane Magic

Gunners of the Spellslinger's Creed respect the immense power of the arcane arts, yet see in most spellcasting a well of untapped potential, a lump of clay yet to be shaped into a beautiful vase. Luckily, they put forward a conveniently simple way to perfect magic: firing it out of the barrel of a gun. Weaving complex incantations between pulls of the trigger, these Gunners combine expert marksmanship with raw sorcery to bury their foes under an avalanche of lead and lightning.

How did you come to be a Spellslinger? Perhaps a time-travelling mishap combined a Sorcerer version and a Gunner version of yourself from alternate timelines into one superior being. You could carry the magic of a blackpowder jinn ancestor, making every bullet you fire overflow with a maelstrom of arcane power. Or maybe you're just determined to prove wrong all the magical instructors that called your passion for firearms a waste of time. Either way, you always bring some explosive flair to every encounter. After all, it's not really a firefight without a few fire*balls*.

Spellcasting

Level 3 Spellslinger's Creed Feature

You augment your deadly sharpshooting with the ability to cast spells.

Cantrips. You know two cantrips of your choice from the Sorcerer spell list. *Ray of Frost* and *Shocking Grasp* are recommended. Whenever you gain a Gunner level, you can replace one of these cantrips with another cantrip of your choice from the Sorcerer spell list.

When you reach Gunner level 10, you learn another Sorcerer cantrip of your choice.

Spell Slots. The Spellslinger Spellcasting table shows how many spell slots you have to cast your level 1+ spells. You regain all expended spell slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose three level 1 spells from the Sorcerer spell list. *Burning Hands*, *Shield*, and *Silent Image* are recommended.

The number of spells on your list increases as you gain Gunner levels, as shown in the Prepared Spells column of the Spellslinger Spellcasting table. Whenever that number increases, choose additional spells from the Sorcerer spell list until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 7 Gunner, your list of prepared spells can include five Sorcerer spells of levels 1 and 2 in any combination.

Changing Your Prepared Spells. Whenever you gain a Gunner level, you can replace one spell on your list with another Sorcerer spell for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your Sorcerer spells.

Spellcasting Focus. You can use a firearm as the Spellcasting Focus for your Sorcerer spells.

Spellslinger Spellcasting

Gunner Level	Spells Prepared	Spell Slots per Spell Level			
		1	2	3	4
3	3	2	—	—	—
4	4	3	—	—	—
5	4	3	—	—	—
6	4	3	—	—	—
7	5	4	2	—	—
8	6	4	2	—	—
9	6	4	2	—	—
10	7	4	3	—	—
11	8	4	3	—	—
12	8	4	3	—	—
13	9	4	3	2	—
14	10	4	3	2	—
15	10	4	3	2	—
16	11	4	3	3	—
17	11	4	3	3	—
18	11	4	3	3	—
19	12	4	3	3	1
20	13	4	3	3	1

2014

Spellslinger's Creed

If you are using the 2014 version of the 5e rules, you can play the Spellslinger's Creed using the following changes.

Modification: Spellcasting

You learn the spells in this feature instead of always having them prepared. Two of the three spells learned at level 3, as well as spells learned when you gain new Gunner levels, must come from the Divination or Evocation schools of magic. The spells learned at levels 8, 14, and 20 can come from any school of magic.

When you gain a Gunner level and replace a spell you've learned, the new spell must come from the Divination or Evocation schools of magic unless you're replacing the spell you gained at level 3, 8, 14, or 20 from any school of magic.

Spellslinger's Flair

Level 3 Spellslinger's Creed Feature

You empower your magic by combining the versatility of a spellcaster with the spontaneity of a gunslinger. You learn unique ways to gain and spend Moxie:

Powder Power. When you cast a spell with a spell slot, you gain Moxie equal to the spell's level.

Elemental Magnification. When you cast a spell that deals damage, you can expend **1 Moxie** as a special Reaction to change that damage type to one of the following: Acid, Cold, Fire, Lightning, or Thunder. If you do, when you roll a 1 on a damage die for that spell, you can reroll it and must use the new roll.

Aftershot

Level 7 Spellslinger's Creed Feature

You weave magic and gunpowder together into beautifully deadly combos. After you cast a cantrip that has a casting time of an action, you can make one ranged weapon attack as a Bonus Action that turn.

Extradimensional Armoury

Level 7 Spellslinger's Creed Feature

A good spellcaster is never without their wand... or gun. You gain access to a new firearm attachment: Dimensional Lock. You can only have one instance of this attachment, but it doesn't count against your maximum number of attachments or the maximum attachments a firearm can hold.

Dimensional Lock (Miscellaneous)

While holding a firearm with this attachment, you can take a Bonus Action to make it disappear into a pocket dimension. You can retrieve the firearm as a Bonus Action, causing it to reappear in your hand or holster.

I Cast Gun

Level 11 Spellslinger's Creed Feature

The only thing worse than being caught in a fireball is being caught in a fireball erupting from the bullet lodged in your shoulder. When you use your action to cast a level 1+ spell that targets a creature other than you or creates an area of effect, you can deliver the spell via bullet. As part of the same action, make a ranged weapon attack using a firearm against a creature within range.

If the spell you cast normally targets a creature, the target of the attack becomes the target of that spell if the attack hits, regardless of the spell's range. If the spell includes an attack roll, that attack automatically hits if you hit the target with your ranged weapon attack. If the spell instead creates an area of effect, the spell is cast with the area of effect centred on or originating from the target of the ranged weapon attack, whether it hits or misses.

Arcanadrenaline

Level 15 Spellslinger's Creed Feature

Your body produces extra magical power in moments of dire need. When you use your Adrenaline Rush feature, you regain one level 1-3 expended spell slot.

I Upcast Gun

Level 18 Spellslinger's Creed Feature

Because your spells really needed to be more devastating. When you use your I Cast Gun feature and hit the target with the attack, that creature has **Disadvantage** on the first saving throw it makes against the spell you cast, and damage that the creature takes from that spell ignores Resistances.

Souhaib Zekri

Monk

Rift Warrior

Now You're Striking With Portals

Rift Warriors—also known as Riftwalkers—carve their way through life by opening portals—to roam the world, outwit their enemies, and escape the inescapable. Capricious though it may seem, the Rift Warrior's path requires just as much commitment as any other tradition, and only those who crave freedom at any cost can truly embrace its esoteric mysteries. Yet that very wanderlust that fuels a Rift Warrior's devotion so often festers into a disdain for the world's petty constraints, for the path they follow proves just how weak the threads holding existence together truly are. The Rift Warrior's tenets foment this scorn by dismissing the world's wonders as distractions and glorifying the lightless void through which these Monks tread. By the time they've mastered the art, Rift Warriors no longer merely open portals—they tear rifts into the fabric of reality, indifferent to the wounds left in their wake. Some even open rifts just for another taste of the void.

Rift Warrior monasteries seldom stay in one place—or world—for long. A forgotten hideout in the remote wilds or the criminal underworld serves them just fine as a temporary sanctum, as these Monks invest in a community rather than a location. There in the shadows, they serve as caravanserais for the wicked: fugitives looking for a way out and avengers in need of a way *in*.

The life of a Rift Warrior isn't easy thanks to its transient nature—or perhaps because of the corruptive exposure to the void between worlds. You can roll on the following table to better flesh out your Rift Warrior Monk.

A Rift Warrior's Life

1d6	Characteristic
1	People come and go; you never form attachments and are frustrated when one happens by accident.
2	To meditate, you continuously fall through a pair of linked portals.
3	Your monastery is responsible for an emperor's assassination. Knightly orders seek whomever bears their tattoo.
4	You've seen the best this world has to offer you; no natural beauty can amaze you anymore.
5	Why bother cooking when you can steal someone's food from afar?
6	Your monastery "visits" you at the most inopportune times, demanding you prove your devotion through some fell deed.

Portal Strikes

Level 3 Rift Warrior Feature

To merely throw a fist is the enterprise of a lesser Monk... you know swifter avenues of attack. You gain a Portal Range, which is a distance equal to the bonus granted by your Unarmored Movement feature.

You can open small portals to strike at foes from a distance. When you make an attack roll with a Monk weapon or Unarmed Strike, your reach is increased by an amount equal to your Portal Range.

2014

Rift Warrior

If you are using the 2014 version of the 5e rules, you can play the Rift Warrior using the following changes.

Modification: Focus Points
Replace all mentions of Focus Points with Ki Points.

Modification: Itinerance
Replace the mention of Deflect Attacks with Deflect Missiles. When you use Deflect Missiles, you can also use it to deflect melee attacks that hit you, not just ranged attacks.

Modification: Peregrine Hands
Replace the mention of Deflect Attacks with Deflect Missiles.

Riftwalking

Level 3 Rift Warrior Feature

The walls of this world are too weak to withstand your power, and it is your right to circumvent—to defy—reality. When you reach a Monk level specified in the table below, you can cast the listed spells by expending the indicated number of Focus Points, using Wisdom as your spellcasting ability.

Monk Level	Spell	Focus Point Cost
3	*Misty Step*	1
11	*Dimension Door*	3
17	*Teleport*	5

Itinerance

Level 6 Rift Warrior Feature

Seldom can a foe land a blow on you, for your quick reflexes allow you to tear open the fabric of space in order to redirect their attacks. You can use your Deflect Attacks feature when any creature within your Portal Range is targeted by an attack.

If you reduce a melee attack's damage to 0 with your Deflect Attacks feature, you can expend 1 Focus Point to intercept the attack with a portal, redirecting it towards a target you can see within your Portal Range. A floating portal opens within the target's space and the attack targets it instead of you.

Peregrine Hands

Level 11 Rift Warrior Feature

So easy is it to rip open rifts that your hands can wander through the void for all manner of mischief. As a Magic action, you can open a 1-foot-radius portal within an unoccupied space you can see within your Portal Range. As part of that action, you can reach through to manipulate objects or pull them through the portal. The portal closes at the end of your turn.

In addition, when you use your Deflect Attacks feature, you reduce the triggering attack's damage by an extra **1d10**.

Roundhouse Rift-Kick

Level 17 Rift Warrior Feature

It is the responsibility of the enlightened to share their wisdom, and you can now share the lightless void with your enemies. When you use your Flurry of Blows and deal damage to the same creature with at least two Unarmed Strikes, you can expend 1 Focus Point to throw the creature through a portal that opens briefly in its space. The target teleports to an unoccupied space you can see within **30 feet** of you.

Paladin

Oath of the Timekeeper

Wrest Disorder in Time

From the humblest squire, striving to make their hourly bell heard above the clatter of rain falling on tin rooftops, to seraphic templars orchestrating the defence of the present against interloping temporal anomalies, Paladins under the Oath of the Timekeeper uphold the orderly march of time. Timekeepers are the investigators of the inconsistent, the protectors who untangle paradoxes, and the portcullis that intercepts suspicious travellers from alternate timelines. To speak the oath is to proclaim timeliness, order, and the present as the pinnacles of virtue.

While time travel is seen as a dangerous practice by any Timekeeper Paladin—stepping on the wrong vampiric flutterby can have dire knock-on consequences—sometimes, it is the only way to achieve one's mission. Accordingly, venturing "out of time" is never done lightly. Since the Silicagate scandal during the leadership of Horological Millennium Nycks Zawn, all timekeeper orders have taken to recording each and every time jump, documenting with wrist-numbing precision each action and consequence during a mission. The invention of owlglass familiars, with their ability to observe and record entire missions, has been met with a collective sigh by the RSI-addled squires who no longer have to transcribe their knights' dictations.

Orders of Timekeepers. Many paladinic orders contain Timekeepers. Within the Timespun Sands, none is more well known than the Horological Order, a militaristic sect based in an ever-shifting headquarters with a self-proclaimed jurisdiction to police this final remaining timeline. Lower ranks of their order, like Minutes and Seconds, typically hunt and exterminate temporal and spatial anomalies—aberrant beings born of the rifts time travellers open. Senior timekeepers, such as Centuries and Decades, concern themselves with tracking down unapproved time travellers and, as is the current case, locating the Cult of the Final Hour. In all cases, slaying any quarry other than an anomaly is seen as a punishable failure; all must be arrested and tried according to the principles of law and order.

Thanks to Horological Millennium Nycks Zawn, who travelled back in time to make sure all his predecessors agreed with his version of the verbiage, the tenets of this order, though slightly contradictory, have existed since time immemorial. These paladins share the following tenets:

Live in the Present. Dwell not in the past, nor worry about the future. Think only of the present and maintaining the web that led to this moment.

All Are Judged in Time. Be the metronome which keeps fluid the orderly flow of time. Be the chains that bring syncopation to the eyes of the justiciars.

Keep Time. Be never late. Be never early. Arrive precisely when you are meant to.

Go with the Flow. Be like sand, adapting to the vessel in which you find yourself.

Oath of the Timekeeper Spells

Level 3 Oath of the Timekeeper Feature

The magic of your oath ensures you always have certain spells ready; when you reach a Paladin level specified in the Oath of the Timekeeper Spells table, you thereafter always have the listed spells prepared.

Oath of the Timekeeper Spells

Paladin Level	Spells
3	*Command, Doom Future**
5	*Augury, Hold Person*
9	*Haste, Slow*
13	*Banishment, Divination*
17	*Endure**, *Legend Lore*

*See Appendix B

Optional Feature: Paradox Purge

If you are using the Paradox System, the GM can add this optional level 3 feature to the Oath of the Timekeeper subclass.

When you gain one or more Paradox Points, you can choose to gain one fewer Paradox Point. Once you use this feature, you can't use it again until you finish a Long Rest.

Tactical Tardiness

Level 3 Oath of the Timekeeper Feature

As a Magic action, you can expend one use of your Channel Divinity to delay the impact of harm against a creature. Choose another willing creature that you can see within **30 feet** of you. For a number of rounds equal to your Charisma modifier (minimum **1 round**), the creature doesn't take any damage, although all damage that is dealt to the creature is recorded. At the start of the creature's turn after this period has elapsed, the creature immediately takes all the recorded damage in a single instance.

Temporal Dilation

Level 3 Oath of the Timekeeper Feature

As a Magic action, you can expend one use of your Channel Divinity to secrete creatures in pockets of nearly-frozen time. Choose a number of creatures you can see within **30 feet** of you, up to a number equal to your Charisma modifier (minimum one creature). Each creature must make a **Charisma saving throw**. On a failed save, until the end of your next turn, a creature is **Incapacitated**, has its Speed reduced to **5 feet** (if not already lower), can't speak, and can't interact with the world around it in any way. If the creature takes damage, is hit by an attack, becomes affected by a condition, is forced to make a saving throw, or is moved, this effect instantly ends for it.

2014

Oath of the Timekeeper

If you are using the 2014 version of the 5e rules, you can play the Oath of the Timekeeper using the following changes.

Clarification: Oath of the Timekeeper Spells
These spells are your Oath Spells. Refer to the 2014 edition of the Paladin's Oath Spells feature for how these spells work.

Modification: Tactical Tardiness and Temporal Dilation
You gain Tactical Tardiness and Temporal Dilation as options for your Channel Divinity feature instead of as separate features. See the 2014 edition of the Sacred Oath class feature for how its Channel Divinity works.

Modification: Aura of Stasis
This feature isn't connected to your Aura of Protection. You instead emit an aura of temporal malleability while you aren't Incapacitated. You can take the Reaction granted by this feature when a creature moves while within **10 feet** of you. At level 18, the range of this aura increases to **30 feet**.

Aura of Stasis

Level 7 Oath of the Timekeeper Feature

Whenever a creature moves into or within your Aura of Protection, you can take a Reaction to force it to make a **Charisma saving throw** against your **Paladin spell save DC**. On a failed save, the creature's Speed is reduced to **0 feet** until the start of its next turn.

Future Conditional

Level 15 Oath of the Timekeeper Feature

You've learned how to borrow vitality and endurance from your past self. When you start a Long Rest and either have spell slots or have at least 1 Hit Point, you can choose one of them to store.

Hit Points. You lose a number of Hit Points up to an amount equal to your Paladin level. You can't reduce yourself below 1 Hit Point this way. When you finish the Long Rest, you gain a number of Temporary Hit Points equal to the number of Hit Points lost this way.

Spell Slots. You sacrifice one spell slot of any level lower than the highest-level Paladin spell you can prepare. When you finish the Long Rest, you gain an extra spell slot equal to the level of spell slot sacrificed in addition to those normally restored at the end of a Long Rest. This extra spell slot disappears when you finish your next Long Rest.

Future Perfect

Level 20 Oath of the Timekeeper Feature

You tap into the steady metronome of the multiverse, playing with the grains of its flow with unparalleled precision. As a Bonus Action, you gain the following benefits for **1 minute** or until you end them (no action required). Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 5 spell slot (no action required).

- You have **Immunity** to the Exhaustion condition and you can't be magically aged.
- You can take one additional Reaction each round, which you regain at the start of each of your turns. You can only take one Reaction per turn.
- As a Bonus Action, you can force one creature you can see within **30 feet** of you to make a **Charisma saving throw** against your **Paladin spell save DC**. On a failure, the creature's Speed is reduced to **0 feet**, it can't take Reactions, and it can only take an action or Bonus Action on its next turn, not both. This effect ends at the start of your next turn.
- As a Magic action, you can force one creature you can see within **30 feet** of you to make a **Charisma saving throw** against your **Paladin spell save DC**. The creature takes **8d8** Force damage on a failed save or half as much damage on a successful one.
- As a Magic action, you can cause time to move quicker for one creature you can see within **30 feet** of you. Until the end of its next turn, its Speed is doubled, and it has **Advantage** on Dexterity saving throws. On its next turn, it can take one additional action.

Ranger

Chrononomad

Slip Between your Then and Now

Renegades who sail the sands of time, Chrononomads reject the rigid doctrines of established temporal institutions. To them, time is not an orderly flowing canal, but a tangled estuary—forking, overlapping, and ripe with possibility. These temporal vagabonds flit between past, present, and future, altering decisive moments in time without hesitation in order to overcome any obstacle–whether it be a heavily-guarded dungeon or a Horological Century close on their tail.

The ability to tamper with the forces of time is not something most are born with. Chrononomads are no exception: whether through education, sheer will, or pure accident, they came into possession of chronomantic abilities. You can roll on the following table to gather inspiration about how your Ranger came into possession of their temporal powers.

1d6	Chrononomad Origin
1	A mad artificer crashed his prototype for a time-travelling machine–a horse and carriage with a few dozen hourglasses strapped to it–into you, sending you reeling through time and granting you incredible powers... along with a splitting headache.
2	You were banished from your own time, the effects of this displacement altering you in strange ways.
3	You managed to decipher an ancient text, stumbling upon the secrets of time travel of a long-lost civilisation.
4	You helped a rogue time traveller hide from paladins of the Horological Order, and in return, they trained you in the art of timewalking.
5	A family member who is yet to be born traveled from the future to give you an heirloom yet to come into your family's possession, which grants you the ability to travel through time.
6	An enchanted grandfather clock fell on your head—somehow, that's all it took to turn you into a Chrononomad.

Temporal State

Level 3 Chrononomad Feature

Whenever you finish a Long Rest, you can choose a Temporal State to assume: Past, Present, or Future. You draw power from the moments in time that comprise your chosen state, gaining its respective benefit until you choose another Temporal State:

Past. You can capitalise on the successes of your past. When you roll the extra damage of your *Hunter's Mark*, you can choose to mark the result, unmarking any previously marked result. The next time you roll the marked result for extra damage from *Hunter's Mark*, that damage is tripled and the result is unmarked.

Present. There's no time like the present. While maintaining Concentration on *Hunter's Mark*, you can concentrate on one additional effect. If you're forced to make a saving throw to maintain your Concentration, you make a single saving throw. If your Concentration on either effect ends for any reason other than you willingly ending it, your Concentration ends on both effects.

Future. The first time on each of your turns that you make an attack roll against a creature under the effect of your *Hunter's Mark*, you gain a glimpse into the future, allowing you to anticipate your target's motions and coordinate deadly attacks with your allies. The next time a creature other than you makes an attack roll against the target before the end of your next turn, it has **Advantage**.

2014

Chrononomad Alternate

If you are using the 2014 version of the 5e rules, you can play the Chrononomad Ranger using the following changes.

Addition: Temporal State
When you gain this feature, you also learn the *Hunter Mark* spell. You can cast it twice without expending a spell slot, and you regain all expended uses of this ability when you finish a Long Rest.

Modification: Chrononomad Spells
You temporarily learn the spells granted by this feature rather than having them prepared. When you change your Temporal State, you also lose the spells learned from your current state and learn those associated with the new state. Each spell counts as a Ranger spell for you, but it doesn't count against the number of Ranger spells you know.

Chrononomad Spells

Level 3 Chrononomad Feature

When you reach a Ranger level specified in the Chrononomad Spells table, you thereafter always have the listed spells corresponding to your current Temporal State prepared.

Chrononomad Spells

Ranger Level	Past	Present	Future
3	*Déjà Vu**	*Expeditious Retreat*	*See Future Death**
5	*Misty Step*	*Hold Person*	*Augury*
9	*Slow*	*Perfect Timing**	*Haste*
13	*Death Ward*	*Freedom of Movement*	*Divination*
17	*Legend Lore*	*Hold Monster*	*Scrying*

Spur of the Moment

Level 7 Chrononomad Feature

Your control over the forces of time allows you to switch your Temporal State on a whim. As a Bonus Action, you can change your Temporal State. Once you use this Bonus Action, you can't use it again until you finish a Long Rest unless you expend a spell slot (no action required) to restore your use of it.

In addition, your Temporal State lets you add your Wisdom modifier to ability checks made using a specific skill: History (Past), Investigation (Present), or Arcana (Future).

Optional Feature: Paradox Purge

If you are using the Paradox System, the GM can add this optional level 7 feature to the Chrononomad subclass.

When you gain a Paradox Point, you receive glimpses of alternate possibilities where your life went down very different paths. You gain proficiency in a skill of your choice until you use this feature again to gain proficiency in a different skill.

Stitch In Time

Level 11 Chrononomad Feature

You have learned to set a fixed point in time to which you return after a brief moment. As a Bonus Action, record your current Hit Points, spell slots, and location, as well as any effects on which you're concentrating, their remaining duration, and the creatures currently affected by them. At the end of your next turn, you teleport to the recorded location, with the recorded number of Hit Points and spell slots. If the location is occupied, you instead appear in the nearest unoccupied space of your choice. You can choose to be concentrating on any recorded effect, with the recorded duration, and affecting the recorded creatures, even if your Concentration ended or a creature stopped being affected in the meantime. If you were already concentrating on a different effect, you lose Concentration on that effect unless a feature such as your Temporal State feature allows you to concentrate on more than one effect at the same time.

Once you use this feature, you can't use it again until you finish a Long Rest.

Temporal Talent

Level 15 Chrononomad Feature

Your mastery over the sands of time manifests itself in dazzling feats of temporal tampering, allowing you to gain the upper hand in the nick of time. You gain additional benefits depending on your Temporal State:

Past. As a Bonus Action, you can ready yourself to step back in time, gaining a precious chance to correct any mistakes. Until the end of your turn, you can reroll any missed attack rolls and you can roll twice for the damage dealt by your *Hunter's Mark*, taking either result.

Present. You focus exceptionally well on the here and now. Immediately after a creature under the effect of your *Hunter's Mark* that you can see casts a spell or makes an attack, you can take a Reaction to either move up to half your Speed or to make one Unarmed Strike or weapon attack against that creature.

Future. Your foresight allows you to manoeuvre out of harm's way. As a Bonus Action, you can impose **Disadvantage** on attack rolls made against you by the creature under the effect of your *Hunter's Mark* until the end of your next turn, and when that creature misses you with an attack roll, you can take a Reaction to teleport to an unoccupied space that you can see within **15 feet** of you.

Rogue

Falconer

Command Feathered Death From Above

Trust is a rare luxury among Rogues. Whether in the grime of a narrow alleyway or the vast stretches of a desert wasteland, assassins and scouts alike know that placing trust in another often invites nothing but disappointment and betrayal. Falconers defy this notion by learning to rely on their avian companions, who serve as steadfast partners in fight and flight. Hours of rigorous training transform these birds into fearsome hunters, every bit as deadly as their masters. Yet their greatest strength lies not in their razor-sharp claws, but in the unwavering bond between Rogue and raptor. Together, they fly across the battlefield, delivering synchronised strikes with unparalleled grace and precision. It's this effortless teamwork that makes them such coveted allies—or formidable foes—to any who cross their path.

Despite the name, falconers use many different birds of prey for as many reasons. Dune dwarves use swift kestrels to map out dangerous desert chasms in search of treasure. Goliaths in craggy hills tame massive vultures for ritual combat, emulating a legendary titan who is said to have kept a roc as her companion. Camelkin nomads use golden eagles to watch for wounded on their path, offering help and health—for a price, of course. No matter how exotic the bird, if it can hunt and fly, you can bet a falconer's first question will be "can I tame it?"

Feathered Accomplice

Level 3 Falconer Feature

You gain the companionship of a fierce bird of prey, which becomes your steadfast partner. It's Friendly to you and your allies, and it obeys your commands. See its game statistics in the Raptor stat block, which uses your Proficiency Bonus (PB) in several places. When you first gain your raptor, choose between the form of a Falcon, an Owl, or a Condor, which determines certain traits in its stat block. Your raptor may be a different species, but it uses one of these three classifications for the purpose of its stat block (for example, an eagle could be considered a Falcon).

The Raptor in Combat. In combat, the raptor acts during your turn. It can move and use its Reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take an action or Bonus Action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are **Incapacitated**, the raptor can take any action of its choice, not just Dodge. In addition, you can use your Sneak Attack feature on attacks made by your raptor, ignoring the requirement for a Finesse or Ranged weapon as long as the attack fulfils the feature's other requirements. This doesn't allow you to use Sneak Attack more than once per turn and you can't use your Cunning Strike feature with it.

When you reach Rogue level 6, your raptor's attacks can deal your choice of Force damage or their normal damage type.

Restoring the Raptor. When you gain your raptor, you also create a token of your connection, which takes the form of a falconer's glove or similar object. If your raptor is reduced to 0 Hit Points, it disappears into a cloud of dust. When you finish a Short or Long Rest, you can use the token to resurrect the raptor with all of its Hit Points. If your token is lost or destroyed, you can create a new one when you finish a Long Rest, which can be the same rest used to resurrect the raptor.

Additional Raptors. You gain an additional raptor, choosing one of the remaining classifications, when you reach Rogue levels 9 (two raptors) and 13 (three raptors). You can only have one raptor summoned at a time—other raptors go into a pocket dimension contained within your token. When you finish a Short or Long Rest, you can switch your raptor with a different one inside your token. The new raptor appears in an unoccupied space within **5 feet** of you with all of its Hit Points.

RAPTOR

Tiny Beast, Unaligned

AC 13 + your Wisdom modifier
Perception +2 plus PB (12 plus PB)
Initiative +3 (13)
HP 3 + three times your Rogue level (the raptor has a number of Hit Dice [d4s] equal to your Rogue level)
Speed 10 ft., Fly 30 + (5 times your Wisdom modifier) ft.

	STR	DEX	CON	INT	WIS	CHA
Score	8	16	10	2	14	7
Mod (Save)	-1	+3	+0	-4	+2	-2

Skills Perception +2 plus PB, Stealth +3 plus PB
Senses Darkvision 60 ft. (Owl only)
Languages Understands the languages you know
CR — **PB** equals your Proficiency Bonus

Keen Sight. The raptor has **Advantage** on Wisdom (Perception) checks that rely on sight.

Nimble Flight. Opportunity Attacks made against the raptor have **Disadvantage.**

Scent of Death (Condor Only). The raptor has **Advantage** on attack rolls against **Bloodied** creatures.

Actions

Talons. *Melee Weapon Attack:* **+3 plus your Wisdom modifier**, reach 5 ft. *Hit:* **1d4 + 3 plus your Wisdom modifier** Piercing damage.

Shredding Skydive (Falcon Only). *Melee Weapon Attack:* **+3 plus your Wisdom modifier**, reach 5 ft. *Hit:* **1d4 + 3 plus your Wisdom modifier** Piercing damage, or **1d12 + 3 plus your Wisdom modifier** Piercing damage if the raptor moved **20+ feet** straight toward the target immediately before the hit.

Silent Watcher (Owl Only; 1/Day). The raptor gains Blindsight with a range of **30 feet** for **1 minute.**

2014

Falconer Rogue

If you are using the 2014 version of the 5e rules, you can play the Falconer Rogue using the following changes.

Modification: Feathered Accomplice
When you reach Rogue level 6, rather than dealing your choice of normal or Force damage, your raptor's attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Reminder: Bloodied

If you are using the 2014 version of the 5e rules, Bloodied is a condition that means the creature has half its Hit Points or fewer.

Bestial Connection

Level 3 Falconer Feature

A falconer's bond with their raptor is forged in the fires of mutual respect and sacrifice. When your raptor takes damage that would reduce it to **0** Hit Points, you can take a Reaction to grant it some of your life force. When you do, the raptor is reduced to **1** Hit Point instead, and you take **1d6** Necrotic damage, which can't be reduced or prevented in any way. Once you use this feature, you can't use it again until you finish a Short or Long Rest.

In addition, this bond improves your ability to connect with other creatures of the natural world. You gain proficiency in the Animal Handling skill.

Eyes in the Sky

Level 9 Falconer Feature

Your raptor acts as your eyes up above, surveying the land for hidden dangers and fleeing quarries. Your Proficiency Bonus is doubled for any **Wisdom (Perception) checks** your raptor makes. In addition, while your raptor is touching you, you can telepathically communicate images, emotions, or directions to each other.

Synchronised Dogfight

Level 9 Falconer Feature

In a display of flawless teamwork, you and your raptor have learned to chain attacks together with ruthless efficiency. Once per turn, when an attack you make deals damage to a creature that your raptor damaged this turn, your attack deals extra damage equal to your Wisdom modifier (minimum of 1).

Once per turn, when an attack your raptor makes deals damage to a creature that you damaged this turn, the creature must succeed on a **Constitution saving throw** (**DC** equals **8** plus your Proficiency Bonus and Wisdom modifier) or be **Blinded** until the start of your next turn.

Apex Predator

Level 13 Falconer Feature

You and your raptors have mastered specialised combat techniques, which you use to hunt down your foes. Depending on which classification of raptor you have summoned, you have one of the following benefits:

Weak Point (Falcon): Attack rolls made by you or your raptor score a Critical Hit on a roll of **19** or **20** on the d20.

Twilight Hunter (Owl): You and your raptor have **Advantage** on attack rolls made against creatures in Dim Light or Darkness.

Vigor from Death (Condor): Whenever you or your raptor reduce a Small or larger creature to 0 Hit Points, you each gain Temporary Hit Points equal to your Proficiency Bonus plus your Wisdom modifier.

Fury of the Flock

Level 17 Falconer Feature

Your coordination with your raptors is unmatched, allowing you to command your entire flock at once. As an action, you can summon all three raptors to your aid for **1 minute**. Your raptors that weren't already summoned appear in unoccupied spaces within **5 feet** of you. While all three are summoned, you gain all benefits of the Apex Predator feature.

As a Magic action or Bonus Action on subsequent turns, you can issue mental commands to all your raptors at once, which can be the same or different commands for each. You choose the order in which your raptors act each round. After the minute elapses, two of your raptors return to your token.

Once you use this feature, you can't use it again until you finish a Long Rest.

Sorcerer

Paradox Sorcery

Channel Magic from Inconsistency

> *"What do you mean you don't remember the flaming noodle incident? You were drunk, and you'd– wait, that hasn't happened yet. Nevermind."*
>
> *— Dr. When, Paradox Sorcerer*

A boy born fifty years before his grandparents. An orphaned girl who discovers her mother and father never even met. A merchant frozen in time for a decade after a run-in with a vengeful Fey. Some lives are written in the margins of time—disjointed, untethered, and just plain strange. And those whose very existence defies chronology sometimes find that they can bend the rules that failed to bind them. Whether their powers manifest at a young age or awaken after a temporal anomaly, these individuals are known as Paradox Sorcerers—wielders of magic drawn from the fractures and folds of time itself.

These mages see the world differently, experiencing multiple branching possibilities simultaneously and pulling on those threads to change what others would call the "real" timeline. The more potential for change surrounds them, the more they can see and do, which causes Paradox Sorcerers to gravitate towards those destined for grand decisions and greater purposes—it's no wonder they often find homes in adventuring parties. Constant exposure to virtually infinite possible futures isn't without its quirks, however, and a Paradox Sorcerer will say and do odd things for the sake of outcomes only they can see. For example, if they didn't quickly eat your dessert in that very moment, it would've assuredly spelled disaster for the whole realm.

Paradox Spells

Level 3 Paradox Sorcery Feature

When you reach a Sorcerer level specified in the Paradox Sorcery Spells table, you thereafter always have the listed spells prepared.

Paradox Sorcery Spells

Sorcerer Level	Spells
3	*Déjà Vu*, Doom Future*, Fast Forward*, Mirror Image*
5	*Paradoxify*, Slow*
7	*Divination, Rewind**
9	*Foreboding*, Timewalk**

*See Appendix B

2014

Paradox Sorcery

If you are using the 2014 version of the 5e rules, you can play the Paradox Sorcery subclass using the following changes.

Modification: Subclass Level
You gain this subclass at level 1 instead of level 3.

Modification: Paradox Spells
You gain this feature at level 1 instead of level 3 and you gain the *Déjà Vu* and *Doom Future* spells at level 1 instead of level 3. You also learn the spells in this feature instead of always having them prepared.

Once you gain access to a spell from this feature, the spell counts as a Sorcerer spell for you, but it doesn't count against the number of Sorcerer spells you know. Whenever you gain a Sorcerer level thereafter, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a Divination or a Transmutation spell from the Sorcerer, Warlock, or Wizard spell list.

Modification: Right Place, Right Time
You gain this feature at level 1 instead of level 3.

Modification: Optional: Alternate Arcana
Instead of exchanging spells you have prepared, this feature exchanges spells you know. The chosen spell must be of a level for which you have spell slots.

Right Place, Right Time

Level 3 Paradox Sorcery Feature

By sliding between the nearest branches of your personal timeline, you can effectively tweak the immediate past. When you're forced to make a saving throw, you can take a Reaction to switch to a timeline where you're positioned differently. You immediately teleport to an unoccupied space up to a distance equal to half your Speed away. If this space is outside the area or range of the effect that triggered the saving throw, you are unaffected by it. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Borrowed Time

Level 6 Paradox Sorcery Feature

Borrowing vitality from your future self allows you to make your life expectancy more flexible... but time is a collector from whom you can't hope to run. As a Bonus Action, you can roll a number of **d6s** equal to your Charisma modifier and regain Hit Points equal to the total. The next time you finish a Short or Long Rest, you must roll a number of d6s equal to your Charisma modifier and take Necrotic damage equal to the result. This damage can't be reduced or prevented in any way. Once you've used this feature to regain Hit Points, you can't use it again until you finish a Short or Long Rest.

Optional Feature: Alternate Arcana

If you are using the Paradox System, the GM can add this optional level 6 feature to the Paradox Sorcery subclass.

Using the temporal energies of your allies, you can shift between alternate versions of yourself. You can spend 1 minute performing a ceremony by joining hands with at least two willing creatures. At the conclusion of the ceremony, you can exchange one Sorcerer spell you have prepared for another spell on the Sorcerer spell list. The spell must be of a level you can prepare. You then gain 1 Paradox Point. Once you use this feature, you can't use it again until you finish a Long Rest.

Bootstrap Paradox

Level 14 Paradox Sorcery Feature

Your control over temporal magic enables the impossible to come true, allowing you to create stable paradoxes for a short time. As a Magic action, you can spend **2** Sorcery Points to open a portal into the near future. Your future self hands you a useful magic item through the portal, after which it closes. Roll a **d8** and consult the table to determine which item you receive:

d8	Item
1	*Boots of Elvenkind*
2	*Broom of Flying*
3	*Cloak of the Manta Ray*
4	*Decanter of Endless Water*
5	*Eversmoking Bottle*
6	*Immovable Rod*
7	*Rope of Climbing*
8	*Wand of Magic Detection*

If an item requires a saving throw, it uses your **Sorcerer spell save DC** instead of the item's **save DC**. In addition, you can spend an additional 2 Sorcery Points when you take this action to ignore the roll and choose which item you receive.

After **8 hours** or when you use this feature to produce another item, the portal reappears until the end of your next turn, allowing you to give the item to yourself in the past. If you fail to do so, your body is racked by a burst of temporal energy. You make a **Constitution saving throw** against your **spell save DC**, taking **3d8** Force damage on a failure or half as much damage on a success. The item then vanishes.

Split Reality

Level 18 Paradox Sorcery Feature

The pinnacle of temporal manipulation is creating two stable branches of possibility that exist in harmony. As a Magic action, you can split your timeline into two, creating a duplicate version of yourself that appears in an unoccupied space within **5 feet** of you. Your duplicate shares your Initiative count, your statistics, and your resources, and has a copy of all of your equipment, including magic items—if it would lose Hit Points, spell slots, charges or uses from an item, or uses of any feature, you lose those as well. After **1 minute**, choose one version of yourself to recombine with the other and disappear along with any of its equipment—you become the remaining one, retaining all the memories and experiences of both versions.

Once you use this feature, you can't use it again until you finish a Long Rest unless you spend **7** Sorcery Points (no action required) to restore your use of it.

Tamer

Outrider

Saddle Up to Share in the Action

> *"No matter the era I visit, the pricing of designer saddles and barding astounds me. These riders will pay thousands of gold for a set of horse armour in a slightly different colour than the standard fare—and for what? To gloat over cosmetics?"*
>
> *— Zaman, Proud User of Default Armour*

Outriders take a more hands-on approach to taming, fighting astride their companions in perfect synchrony. This subgroup of Tamers have developed their own culture surrounding mounted combat, trying to outshine each other in competitions of both battle prowess and showmanship. In the Timespun Sands, the greatest prestige comes on the summer solstice of each year, where riders tear across the salt plains from dawn until dusk in the Alchemist's Derby. Winners are awarded with bragging rights, exclusive sponsored riding gear, and their story adapted into a sappy stageplay about the friendship between mount and rider. Needless to say, the competition is fierce.

Cavalry Combat

Level 3 Outrider Feature

Training in the art of mounted combat has earned you and your companions great skill with a wider variety of equipment. You gain training with Heavy armour and Proficiency with three Martial weapons of your choice. Your companions gain training with Light armour.

Outrider Spells

Level 3 Outrider Feature

When you reach a Tamer level specified in the Outrider Spells table, you thereafter always have the listed spells prepared.

Outrider Spells

Tamer Level	Spells
3	*Divine Favor, Longstrider*
5	*Dragon's Breath, Spider Climb*
9	*Haste, Water Walk*
13	*Battle Bond*, Freedom of Movement*
17	*Feverskin*, Incorporeality**

*See Chapter 10: Spells

Ready to Ride

Level 3 Outrider Feature

The magic of your bond enhances your companion's abilities as a mount. When you mount a Medium or Small companion that lacks a Fly Speed, it magically grows to become a Large creature, its Speed increases by **10 feet**, and any equipment it's wearing or carrying grows with it. This enhancement lasts until you're no longer mounted on your companion or until your companion is carrying more than its carrying capacity (not including you).

Starting at Tamer level 7, you can use this feature on companions with a Fly Speed.

Synchronised Attacks

Level 7 Outrider Feature

Experience battling together allows you and your companions to attack as one. Whenever you take the Magic action to cast a Tamer cantrip targeting a companion on which you're mounted, you can make one attack with a weapon or an Unarmed Strike as part of that action. Starting at Tamer level 18, you can make two such attacks as part of the same action.

Act as One

Level 10 Outrider Feature

The bond between you and your companions is so tight that magic treats you as a single entity. Whenever you cast a level 1+ Tamer spell that targets only you, you can choose to have the spell target both you and a companion on which you're mounted instead.

Dual Focus

Level 14 Outrider Feature

Your companions have grown familiar enough with your magic to aid in your spellcasting. Whenever you cast a Tamer spell of level 1 or lower that requires Concentration and targets a companion on which you're mounted, that companion can concentrate on the spell instead of you. Starting at Tamer level 18, your companion can concentrate on Tamer spells of level 2 or lower in this way.

Tamer

Free rules for the Tamer class—first introduced in *Heliana's Guide*—can be found at the following link:

heliana.lt/Tamer

Warlock

Elder Sphinx Patron

Consort with the Enigmatic Mind of the Ancients

Warlocks bound to elder sphinxes—timeless, inscrutable creatures with control over the tides of possibility—often become as cryptic and enigmatic as their masters. For those who enter a pact for a noble cause, such as joining a sphinx like Aeon in its eternal vigil over time, this transformation is a mark of pride. The less fortunate few who are pressed into service after losing a contest of riddles, on the other hand, resentfully resist this creeping change. In the end, exposure to the unfathomable mysteries inherent to the very nature of a sphinx inexorably alter those who serve it—and yet many still flock to do so, lured by the promise of forbidden knowledge and ancient secrets. No matter where, when, or who you are, if you are burdened with burning questions, an elder sphinx almost certainly holds the answers. Obtaining them, however, is a different matter altogether.

For better or worse, elder sphinxes are aloof and inscrutable patrons, often more preoccupied with studying the currents of time than the insignificant concerns of their mortal Warlocks. It is hard to stir them to action, and harder still to convince them to part with the vast knowledge they hold—which they do only in the form of riddles, and never without purpose. Yet for the patient, perceptive, and persistently curious, there is much to be gleaned from the teachings of such ancient beings. The path of the elder sphinx offers little in the way of gold or glory… but it may just unlock the deepest secrets of the multiverse.

Elder Sphinx Spells

Level 3 Elder Sphinx Feature

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Elder Sphinx Spells table, you thereafter always have the listed spells prepared.

Elder Sphinx Spells

Warlock Level	Spells
3	*Alter Self, Augury, Initiative*, See Future Death**
5	*Freeze Frame*, Slow*
7	*Divination, Lion's Roar**
9	*Legend Lore, Modify Memory*

*See Appendix B

2014

Elder Sphinx Warlock

If you are using the 2014 version of the 5e rules, you can play the Elder Sphinx Warlock subclass using the following changes.

Modification: Subclass Level
You gain this subclass at level 1 instead of level 3.

Modification: Elder Sphinx Spells
You gain this feature at level 1 instead of level 3 and you gain the *Initiative* and *See Future Death* spells at level 1 instead of level 3. You add the spells in this feature to your Warlock spell list instead of always having them prepared. You can choose from this expanded list when you learn a Warlock spell.

Modification: Twist of Fate
You gain this feature at level 1 instead of level 3.

Modification: Enigmatic Soul
You gain this feature at level 1 instead of level 3.

Modification: Multiple Choice
You learn the Timewalk spell instead of always having it prepared.

Reminder: D20 Tests

For the 2014 version of the 5e rules, a D20 Test refers to any ability check, attack roll, or saving throw.

Twist of Fate

Level 3 Elder Sphinx Feature

Your mind becomes attuned to the swirling whims of fate, allowing you to nudge destiny in unusual directions that others can't foresee while simultaneously standing firm in the chaos.

After you or an ally you can see within **30 feet** makes a D20 Test but before the GM announces the outcome, you can alter the roll by shifting the d20 to an adjacent face (no action required), to which you then add applicable modifiers as normal. If you don't have a physical d20, refer to the table below.

D20 Sides

d20	Adjacent Faces	d20	Adjacent Faces
1	7, 13, 19	11	4, 9, 13
2	12, 18, 20	12	2, 10, 15
3	16, 17, 19	13	1, 5, 11
4	11, 14, 18	14	4, 6, 20
5	13, 15, 18	15	5, 7, 12
6	9, 14, 16	16	3, 6, 8
7	1, 15, 17	17	3, 7, 10
8	8, 12, 17	18	2, 4, 5
9	6, 11, 19	19	1, 3, 9
10	8, 12, 17	20	2, 8, 14

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

Enigmatic Soul

Level 3 Elder Sphinx Feature

You study under a master of riddles, becoming as inscrutable and timeless as your tutor. You can't be magically aged, and you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type.

Branching Possibilities

Level 6 Elder Sphinx Feature

Channelling your patron's magic, you can split the timeline into multiple potential futures and choose the path that hinders your opponent the most. When you are attacked while concentrating on a spell, you can take a Reaction to roll a **d6**. On a **1** or **2**, the attack continues as normal. On a **3** or **4**, the attacker has **Disadvantage** on the attack roll. On a **5** or **6**, the attacker must choose a new target or lose the attack.

You can use your Twist of Fate feature on this d6 roll, using the table below if you don't have a physical d6.

D6 Sides

d6	Adjacent Faces
1 or 6	2, 3, 4, 5
2 or 5	1, 3, 4, 6
3 or 4	1, 2, 5, 6

Optional Feature: Three Riddles, Three Answers

If you are using the Paradox System, the GM can add this optional level 6 feature to the Elder Sphinx subclass.

You and at least two other willing creatures can link hands and perform a 1-hour ritual to study the integrity of the timeline and anticipate the results of meddling with it. Draw three cards from the Paradox Deck. Of those cards, choose one card to remove from the deck and replace with a new card from your current Paradox Tier, which is shuffled into the deck, choose one card to put on the bottom of the deck, and choose one card to leave on top of the deck. You then gain 1 Paradox Point.

Once you perform this ritual, you can't do so again until you finish a Long Rest.

Multiple Choice

Level 10 Elder Sphinx Feature

Your power over time gives you dominion over every possible outcome during a critical moment. When you make a D20 Test or a damage roll, you can choose to re-roll the dice two more times and choose one of the three results. If multiple dice are rolled as part of a damage roll, you reroll all of them simultaneously, taking their sum as one of the results. Once you've used this feature, you can't use it again until you finish a Short or Long Rest.

Timewalker

Level 10 Elder Sphinx Feature

You are a traveller through time, adrift in its mysterious currents. You always have the *Timewalk** spell prepared. You can cast it once without expending a spell slot, and you regain the ability to cast it in this way when you finish a Long Rest.

Alternatively, when you gain your Mystic Arcanum class feature, you can expend a use of one of your arcanum spells to cast the *Timewalk* spell without expending a spell slot, but as if you expended a spell slot of the same level as the chosen arcanum spell.

Chronal Stasis

Level 14 Elder Sphinx Feature

Your mastery of chronomancy allows you to freeze yourself and a foe in time for a brief moment. When a creature you can see within **60 feet** of you starts its turn, you can take a Reaction to force it to make a **Wisdom saving throw** against your **Warlock spell save DC**. On a failure, the creature is **Stunned** until the end of your next turn. You are **Stunned** while the creature is Stunned in this way, but don't lose concentration on spells or other effects as a result.

After a creature fails its saving throw against this feature, you can't use it again until you finish a Short or Long Rest.

Wizard

Order of Embalmers

Raise a Mummy, Become a Mummy

> *"Trust me, you do NOT want to know what goes into an embalmer's skin care routine. I can't argue with the results, though."*
>
> *— Zaman*

Keepers at the gates of death, embalmers use their magic to ferry spirits back and forth between the realms of the living and the departed. Unlike a necromancer who reanimates rotten flesh puppets and brittle bone marionettes, an embalmer offers a contract, letting a deceased soul taste the joys of the living for a short time in exchange for its service. Many embalmers even include a small offering of food, drink, or a trinket as part of the conjuring. These tokens of gratitude make embalmers (allegedly) far more popular in the lands of the deceased.

Embalmers take much from the realms beyond, and they give back by preparing others for this final journey. They're often called upon to perform funerary rites, anoint the dead, and of course, prepare the bodies. They take immense pride in their craft—the most egotistic of them go as far as summoning the souls they helped pass on just to pester them with lengthy surveys about the quality of the linen wraps or the cadaver's rate of decay. Sometimes, the poor mummies are even kept from their eternal rest until they provide glowing endorsements—buyer beware of numerous five-star reviews!

Book of the Dead

Level 3 Order of Embalmers Feature

By calling to denizens of the dead rather than the living, you're able to summon a wider variety of creatures to your aid. Any spell that contains the word "Conjure" or "Summon" in its name and summons a creature with a stat block is considered a Wizard spell for you. The gold and time you must spend to copy one of these spells into your spellbook is halved.

2014

Order of Embalmers

If you are using the 2014 version of the 5e rules, you can play the Order of Embalmers Wizard using the following changes.

Modification: Subclass Level
You gain this subclass at level 2 instead of level 3.

Modification: Book of the Dead and Are You My Mummy?
You gain these subclass features at level 2 instead of level 3.

Clarification: Master Embalmer
For the Glyph of Withering option, the reduction to a target's Hit Point maximum lasts until it finishes its next Long Rest.

Reminder: D20 Tests

For the 2014 version of the 5e rules, a D20 Test refers to any ability check, attack roll, or saving throw.

Are You My Mummy?

Level 3 Order of Embalmers Feature

Though not necessarily related to your biological mother, creatures you summon may manifest in the form of mummies. Whenever you summon a creature by casting a Wizard spell, you can choose to mummify it. Any creature you summon with a spell not normally on the Wizard spell list is always mummified. A mummified creature has its statistics changed in the following ways:

- It's Undead instead of its normal type.
- It has **Resistance** to Necrotic damage.
- It has **Immunity** to Poison damage and the Poisoned condition.
- It has **Vulnerability** to Fire and Radiant damage.
- Attacks it makes with natural weapons deal an extra **1d4** Necrotic damage. If a creature has no natural weapon attack, it gains one that deals Necrotic damage equal to **1d4** + its Constitution modifier on a hit. If a creature would normally be unable to attack, such as the one summoned by the *Find Familiar* spell, its mummified version can attack.
- When it's reduced to 0 Hit Points by any damage other than Fire or Radiant damage, it explodes into necrotic dust. Each creature within **5 feet** of it when it explodes must make a **Constitution saving throw** against your **spell save DC**, taking **3d6** Necrotic damage on a failure, or half as much damage on a success.

In addition, immediately after you cast a level 1+ Necromancy spell, you can choose one of your mummified creatures that is within **120 feet** of you. That creature gains Temporary Hit Points equal to 5 times the spell's level, which last for **1 minute**.

Runic Wraps

Level 6 Order of Embalmers Feature

Using the latest trends in arcane cloth wrapping, you can empower your summons to react in new ways when exposed to necromantic energy. When you would grant a creature Temporary Hit Points using your Are You My Mummy? feature, you can empower the creature with one of the following glyphs instead:

Glyph of Decay. The mummified creature exudes a sickly, rotting aura for **1 minute** or until you empower it with another glyph. For the duration, any creature that hits the mummified creature with a melee attack takes Necrotic damage equal to 3 times the level of the spell that created the glyph. A creature that takes this damage can't regain Hit Points until the end of its next turn.

Glyph of Despair. The mummified creature emits a low, droning wail of sorrow for **1 minute** or until you empower it with another glyph. For the duration, any creature that starts its turn within **10 feet** of the mummified creature or enters a space within **10 feet** of it for the first time on a turn has its Speed reduced by 5 times the level of the spell that created the glyph until the start of its next turn.

Glyph of Terror. When the mummified creature gains this glyph, each creature within a number of feet of the mummified creature equal to 5 times the spell's level must succeed on a **Wisdom saving throw** against your **spell save DC** or be **Frightened** of the mummified creature for **1 minute** or until you empower the mummified creature with a different glyph. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Preserved in Death

Level 10 Order of Embalmers Feature

You've learned to treat your own flesh and organs with embalming salts and salves, halting the slow decay of time and freeing yourself from bodily needs. You no longer need to eat, drink, or breathe, and don't visibly age. In addition, you can finish a Long Rest in **4 hours** if you spend those hours in a dormant state, during which you retain consciousness.

Rite of Mummification

Level 10 Order of Embalmers Feature

Mixing your embalming techniques with a dash of transmutative magic allows a living creature to temporarily exist in the space between life and death. You can spend **10 minutes** performing a special ritual on a willing, non-Undead creature of your choice. The creature must remain within **5 feet** of you for the entire ritual, after which it appears covered in spectral bandages while the ritual's benefits last, which it can make appear or disappear as a Bonus Action. The creature gains the following benefits until you finish a Long Rest, or until you use this ritual on a different creature:

- It can choose to count as Undead instead of its normal type for the purposes of spells or other effects.
- It has **Resistance** to Necrotic and Poison damage, and Advantage on saving throws made against the Poisoned condition.
- If it's reduced to 0 Hit Points by any damage other than Fire or Radiant damage, it makes a **Constitution saving throw** with a DC equal to half of the damage taken. On a success, it drops to 1 Hit Point instead and loses the benefits of the ritual.

Master Embalmer

Level 14 Order of Embalmers Feature

You've perfected the formulas used in your craft, enhancing your mummified allies to a superior state of undeath. Mummified creatures you summon have **Immunity** to Necrotic damage, as well as the Charmed, Exhaustion, and Frightened conditions. Additionally, the extra Necrotic damage from their attacks increases to **3d4**.

When you grant a mummified creature Temporary Hit Points or empower it with a glyph, you can choose to also extend the same benefits to the creature affected by your Rite of Mummification feature if it is within **120 feet** of you.

In addition, you can choose from the following additional glyphs to empower your mummies:

Glyph of the Mirage. An uncanny illusion of yourself overlays the mummified creature for **1 minute** or until you empower it with another glyph. For the duration, whenever you become the target of a spell, you can take a Reaction to have the spell target the mummified creature instead, so long as it's within **120 feet** of you. When the glyph ends, the spell ends on the creature as well.

Glyph of Withering. The mummified creature's touch saps vitality for **1 minute** or until you empower it with another glyph. For the duration, attacks made by the mummified creature reduce the target's Hit Point maximum by an amount equal to the damage taken. In addition, the target has **Disadvantage** on all Strength-based D20 Tests until the end of the mummified creature's next turn.

CHAPTER 7

PLAYER OPTIONS

Additional Player Options

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Improved Riding

A flustered wizard whistles for his giant eagle to whisk him away from a spiraling tower moments before it crumbles to dust. A band of war elephants sows chaos and destruction upon the battlefield, forcing entire battalions to rout before their stomping feet. A wandering vigilante rides slowly into the sunset atop his thoroughbred stallion after saving a frontier town from a band of outlaws.

Grizzled adventurers accompanied by their trusty steeds are a staple of heroic fiction. In D&D, however, mounts can often be more of a liability than an advantage. If you've ever emptied your coinpurse for a fancy new warhorse only for it to be burnt to a crisp by a dragon's breath in its very first round of combat, or found yourself stuck on the saddle unable to attack because there were no enemies nearby and your mount couldn't move until its turn, you've already run into some of the typical obstacles to a smooth riding experience.

This chapter tries to remedy these issues, improving the viability of riding—especially in combat—and allowing you to finally launch the cavalry charge of your dreams without immediately losing the cavalry portion of it. It does this in the following three ways, each of which detailed in its own section:

Riding Rules. This section contains the rules used for riding a mount. It includes a refresher of the basic riding rules in D&D, additions that allow you to streamline or add crunch to suit your desires, and clarification of certain aspects not previously covered by the rules.

Steeds. This section defines a new subtype of creature, Steeds, and provides rules to train them, increasing their effectiveness and durability.

Riding Equipment. This section adds new mundane items with which to equip your mounts.

Most of the content in this chapter can be mixed and matched however you wish. Want to fix some of the kinks of riding without bothering with Steeds? You can do it! Just looking to use some fancy barding without having to remember a bunch of new rules? Look no further. Feel free to experiment with these additions and build the optimal riding experience for your table.

Riding Rules

Whether you purchased it from a reputable stable, "borrowed" it on an indefinite basis, or tamed it yourself, you've somehow acquired a mount—the first step towards riding! All that's left is the actual riding part. But is it really as simple as hopping on the saddle and spurring it onward?

A willing creature that is at least one size larger than a rider and has an appropriate anatomy can serve as a mount. The rules below detail all you need to know to manage and control your mount, both in and out of combat.

Mounting and Dismounting

During your turn, you can mount a creature that is within **5 feet** of you or dismount into an unoccupied space within **5 feet** of your mount. Doing so costs an amount of movement equal to half your Speed (rounded down). For example, if your Speed is 35 feet, you spend **15 feet** of your movement to mount a horse.

Falling Off

When you Fall Off a mount, you land **Prone** in an unoccupied space within **5 feet** of your mount. It is up to the GM whether this is a randomly determined space, or whether the direction of the fall relates in some way to the effect that caused you to Fall Off.

If an effect is about to move your mount against its will while you're on it, such as after a mount fails a saving throw against the *Gust of Wind* spell, you must succeed on a **DC 10 Dexterity saving throw** or Fall Off. While mounted, you must make the same save if you're knocked Prone or the mount is.

Additional Rule: Hold on to Your Horses. When a creature makes a saving throw against Falling Off a mount, it can choose to make a **Strength saving throw** instead of a Dexterity saving throw.

Additional Rule: Falling off Harder. If you become Restrained while mounted, you must succeed on a **DC 10 Dexterity saving throw** or Fall Off. If you are Paralysed, Petrified, or Stunned while mounted, you automatically Fall Off. If you are moved against your will while mounted in a way that would push you away from the mount, you also Fall Off, landing **Prone** in the space to which you're moved.

Additional Rule: Agitated Steeds. Whether from fear or loss of sight, agitated mounts are more difficult to control. The DC of the saving throw made to avoid Falling Off a Steed (see Steeds, page 160) increases by 5 if that Steed is Blinded or Frightened. In addition, a creature riding a Blinded or Frightened Steed makes that saving throw at the start of each of the Steed's turns. A creature riding a Blinded or Frightened Steed can take a Bonus Action to soothe or retain control of it by making a **Wisdom (Animal Handling)** check with the **DC** equal to 10 plus the Steed's Challenge Rating (rounded down). On a success, the effects of this rule are suppressed until the end of the rider's next turn.

Additional Rule: On Your Feet. When you Fall Off a mount, you can take a Reaction to choose the unoccupied space within **5 feet** of your mount on which you land and land righted instead of falling Prone.

Controlling Your Mount

The way in which your mount behaves during combat and responds to your commands depends on whether it's considered a controlled or independent mount. Each time you mount a creature, you can choose to control it or allow it to act independently. Intelligent creatures, such as dragons, may refuse to be controlled by you altogether (GM's discretion), acting as independent mounts only.

GM Tip: Controlled or Independent?

If you're using the rules for Steeds on page 160, you can use that categorisation to help you determine if a creature can be a controlled mount. As a general rule of thumb, Steeds can be controlled or independent mounts according to the rider's choice, whereas non-Steeds can only be independent mounts.

Unwilling Mounts. An unwilling creature can't be controlled or used as a mount. Rules that allow climbing and holding on to an unwilling creature are available in other publications, such as *Ryoko's Guide to the Yokai Realms*, and are not the purview of this section.

Riders and Passengers

A creature mounted upon another creature is either a rider or a passenger. A rider is the one holding the reins, steering and controlling its mount. Only a controlled mount can have a rider, and it can have no more than one rider at a time. Any creatures besides the rider on a controlled mount, as well as any creatures mounted on an independent mount, are considered passengers—they're along for the ride, but have no sway over the actions and movement of the mount.

Changing Riders. A passenger on a controlled mount can assume the role of the rider in one of three ways:

- As an action to take over for a willing rider, who must take a Reaction to allow this. The passenger and the rider swap spaces on the mount, at which point the passenger becomes the rider, and the rider becomes a passenger.
- As an action to wrest control from an unwilling rider, the passenger makes an Unarmed Strike using the Grapple option. If the rider fails the saving throw, the passenger and the rider swap spaces on the mount, at which point the passenger becomes the rider, and the rider becomes a passenger.
- As a Bonus Action while the mount has no rider, such as if the original rider fell off. The passenger moves to the space of the rider, then becomes the new rider.

When a new creature becomes the rider of a controlled mount, the mount's Initiative changes to match its new rider's. However, if the mount already took a turn on that round, it doesn't do so again.

Controlled Mount

A controlled mount is a creature that is completely directed by a rider in combat, with no agency of its own. You can control a mount only if it has been trained to accept a rider. Domesticated horses, mules, and similar creatures have such training.

The Initiative of a controlled mount changes to match its rider's when it's mounted. It moves on the rider's turn as the rider directs it, and it has only three action options during that turn: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that a rider mounts it.

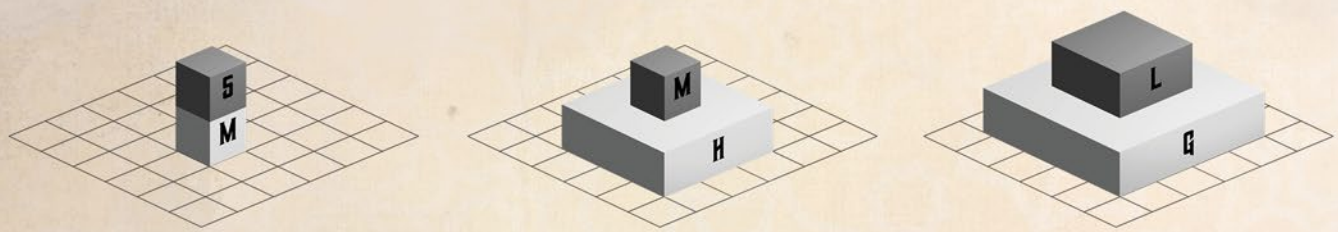
Additional Rule: Take the Reins. As an action, the rider of a controlled mount can attempt to take more precise control of its mount, making a **Wisdom (Animal Handling)** check with a DC equal to 10 plus the mount's Challenge Rating. On a successful check, the mount can take an action or Bonus Action in its stat block of the rider's choice, other than the Multiattack action.

Additional Rule: Obstinate Powerhouses. In order to use a creature with a CR higher than half of your level as a controlled mount, you must first take an action to make a **Wisdom (Animal Handling)** check with a DC equal to 10 plus twice the creature's CR. On a success, you can ride the creature as a controlled mount for the next **24 hours**. On a failure, the creature is unwilling to be mounted by you and you automatically fail this ability check against that creature for the next **24 hours**.

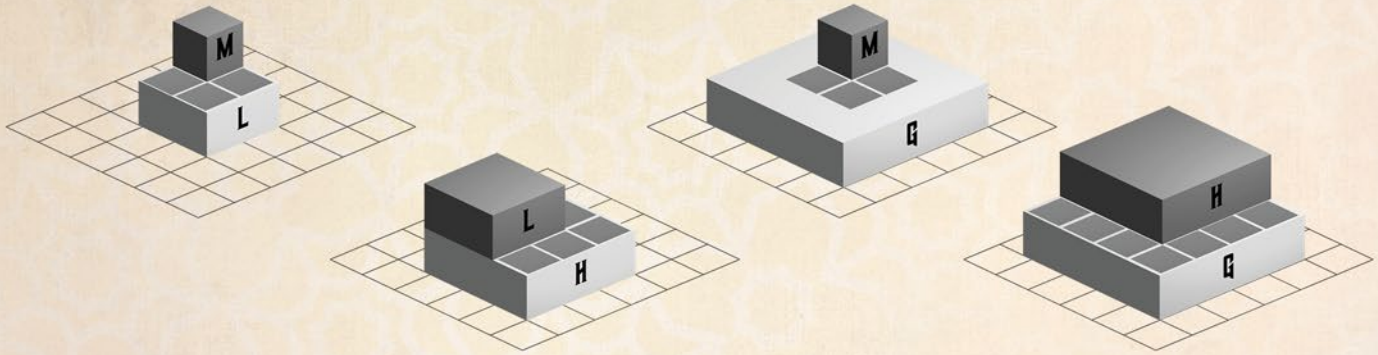
Independent Mount

An independent mount lets other creatures ride upon it but ignores their control. It retains its place in the Initiative order and moves and acts as it likes.

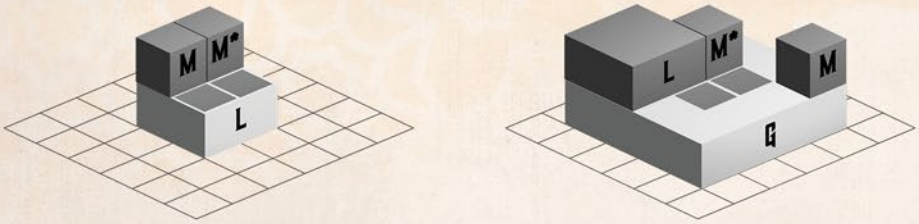
Additional Rule: Synchronised Movement. An independent mount can split its movement between its turn and that of its passengers, as long as the total distance moved doesn't exceed the amount of movement available to it on its turn. For example, a creature with a Speed of 40 feet and two passengers can move 10 feet on the first passenger's turn, then 20 feet on its turn, then 10 feet on its other passenger's turn. The mount can choose to listen to its passengers' commands or requests for how to use its movement, but it's ultimately its decision.



Whenever possible, a rider occupies all centremost squares of its mount.



When the rider can't perfectly fit the centremost squares of its mount, it's still considered to occupy them.



Passengers can overlap spaces considered occupied by the rider, marked here with an asterisk.

Position on the Mount on a Grid

If you play using a square grid, the exact position of a creature on a mount depends on whether it's considered a rider or a passenger.

Rider. A rider always occupies the central square of its mount. In a situation where the mount has no central square for its rider to occupy, the rider is considered to occupy all centremost squares of its mount. For example, a Medium creature riding a Large creature is considered to occupy all four squares of its mount, whereas a Medium creature riding a Huge creature occupies only the central square. A Large creature riding a Huge creature is considered to occupy all nine squares of its mount, whereas a Large creature riding a Gargantuan creature occupies only the central four squares.

Passenger. A passenger can occupy any square or squares of its mount and move around as it desires, treating the space of the mount as Difficult Terrain. A passenger can occupy a square considered occupied by the rider, as long as the rider is left with enough free squares that a creature of its size would normally occupy.

Mount Capacity

The number of creatures and total weight that a mount can carry depends on a variety of factors, such as its Strength score, its size, and the size of the creatures it's carrying. A mount's capacity is measured using two variables: passenger points and weight (measured in pounds).

Passenger Points. There is only so much space that can be occupied atop a mount before the load becomes unwieldy. The Mount Capacity table below lists the passenger point capacity of each size of mount (with larger mounts having a higher point capacity) as well as the number of passenger points taken up by each size of passenger. If the sum of the passenger points of all the creatures atop a mount is greater than either its combat or overland capacity, these capacities are exceeded (see Combat Capacity Exceeded and Overland or Weight Capacity Exceeded respectively).

Weight. The total weight a mount can carry depends on its size and Strength score, the formula for which is listed in the Mount Capacity table. If the sum of all the creatures and gear the mount is carrying exceeds its Weight Capacity, it is subject to the effects in Overland or Weight Capacity Exceeded below.

Example. A Large creature has a Combat Capacity of 4 points and an Overland Capacity of 8 points. During long-distance travel, the mount can support two Medium creatures (whose total passenger points are 4 × 2 = 8). However, in combat, it can only carry up to 4 passenger points worth of creatures in any combination. This could be one Medium creature, two Small creatures, four Tiny creatures, or one Small and two Tiny creatures. If it continued to carry two Medium creatures, it would be subject to the effects listed in Combat Capacity Exceeded, below.

Exceeding Capacity

Carrying too much reduces a mount's ability to manoeuvre deftly and can even cause fatigue and injury.

Combat Capacity Exceeded. If a mount's Combat Capacity is exceeded, but the capacity does not exceed its Overland Capacity, it suffers the following effects during combat:

- Its Speed is halved.
- It has **Disadvantage** on Dexterity checks and Dexterity saving throws.
- It loses any bonus to its AC from Dexterity.

Overland Capacity or Weight Exceeded. If either of these capacities are exceeded, a mount suffers the effects of exceeded combat capacity even when the mount isn't in combat, and also suffers the following effects:

- It has **Disadvantage** on Strength checks and Strength saving throws.
- Its Speed can't be more than **5 feet** during combat, or half a mile per hour for overland travel.
- It must succeed on a **Constitution saving throw** at the end of each hour it spends bearing this load, gaining **1 Exhaustion Level** on a failure. The DC equals 10 plus the number of times the mount has made this saving throw since it last finished a Long Rest. A mount that rolls a 1 on this saving throw injures itself and its Combat Capacity, Overland Capacity, and Weight Capacity are reduced to 0 for **1d10** days.

Mount Capacity

Size	Passenger Points	Combat Capacity in Points	Overland Capacity in Points	Weight Capacity
Tiny	1	0	0	Str. × 7.5 lb.
Small	2	1	1	Str. × 15 lb.
Medium	4	2	3	Str. × 15 lb.
Large	12	4	8	Str. × 30 lb.
Huge	24	12	20	Str. × 60 lb.
Gargantuan*	64	24	40	Str. × 120 lb.

*This applies only to creatures that occupy a 20-by-20-foot space. Some Gargantuan creatures, such as those with the Kaiju subtype, may be larger than this, and don't abide by these values. The GM determines which values make sense for those creatures.

Steeds

A trusty steed is more than just a mount—it's a steadfast companion on which to lean, a loyal friend that sticks by your side no matter what. To particularly lonesome rangers, a steed may very well be the only family they've ever known. The rules below contain all you need to do to turn your run-of-the-mill horse into an invaluable partner on the battlefield, brimming with personality.

What Is a Steed?

A Steed is a creature uniquely suited to serving as a mount. Examples of Steeds include traditional mounts such as horses, camels, and elephants, as well as more uncommon options such as dunerunners, cliffjumpers, and sandsharks (see Chapter 11). A creature is considered a Steed if it fulfills all of the following requisites:

- It has an anatomy that allows it to comfortably bear a rider.
- It has a Challenge Rating of **6 or lower**.
- It has an Intelligence score of **6 or lower**.

Creatures that are considered Steeds have access to benefits such as the ability to be trained (see Training Your Steed, page 161) or use equipment such as Headgear (see Mundane Equipment, page 163). This categorisation imposes no limitations on which creatures can be ridden, however. A creature that doesn't meet the requisites above can still serve as a mount—its anatomy, power, or intelligence simply prevent it from gaining the benefits of a Steed.

Furthermore, being a Steed doesn't automatically qualify a creature for use as a controlled mount, as it must still have the ability to accept a rider. This ability is gained by the Steed when it's successfully trained (see Training Your Steed, page 161), though most mounts and pack animals available for purchase have it already.

Steed Personality

Mounts are often as full of personality as their riders. Even the most loyal and well-behaved of horses can still be stubborn as a mule or mercurial as the shifting dunes, charge recklessly into battle or jump at the sight of the most vaguely snake-shaped weed. Giving your Steed a unique personality is a phenomenal way to make it stand out from the rest of the stable and make it feel like an additional member of the party, rather than just a mode of transportation.

A Steed is assigned a personality by rolling on the Steed Personality table whenever it's first bred, tamed, or purchased. Alternatively, the GM can select the personality trait or work with the player to choose a fitting one. Each personality grants the Steed a small bonus, but

also a penalty—after all, flaws are just as character-defining as qualities. Generally, a personality remains the same throughout the Steed's life, but at the GM's discretion, it can change if the Steed undergoes a transformative experience that leaves a lasting impact.

Steed Personality

1d12	Personality
1	**Cautious.** The Steed has **Advantage** on Initiative rolls and can't be Surprised, but its Speed is reduced by **10 feet**.
2	**Cowardly.** As part of taking the Dash action, the Steed can also take the Disengage action, but it has **Disadvantage** on saving throws against being Frightened.
3	**Curious.** The Steed has **Advantage** on Perception checks, but it has **Disadvantage** on saving throws against being Blinded.
4	**Distrustful.** The Steed has **Advantage** on saving throws against being Charmed, but isn't a willing target for spells and effects produced by a creature more than **5 feet** away from it.
5	**Docile.** The Steed ignores the effects of the Agitated Steeds rule (see page 156), but it has **Disadvantage** on saving throws against being Charmed.
6	**Impetuous.** The Steed has **Advantage** on saving throws against being Frightened, but it can't take the Disengage action.
7	**Lazy.** When regaining Hit Points at the end of a Short Rest, the Steed automatically rolls the maximum value on all Hit Point Dice, but it has **Disadvantage** on Initiative rolls.
8	**Quiet.** The Steed has **Advantage** on Stealth checks, but it has **Disadvantage** on Intimidation and Performance checks.
9	**Reckless.** While mounted by a rider, the Steed can take the Dash action as a Bonus Action. If it does, attack rolls made against it have **Advantage** until the end of its next turn.
10	**Spirited.** The Steed has **Advantage** on Intimidation and Performance checks, but it has **Disadvantage** on Stealth checks.
11	**Spritely.** While mounted by a rider, the Steed can take the Dodge action as a Bonus Action. If it does, its rider must succeed on a **DC 13 Dexterity saving throw** or Fall Off, and the Steed has **Disadvantage** on attack rolls it makes until the end of its next turn.
12	***Stubborn.*** The Steed has **Advantage** on saving throws against being knocked Prone or moved against its will. Wisdom (Animal Handling) checks made to control the Steed are made with **Disadvantage.**

GM Tip: When to Give Personality

Steed personalities are balanced around the Steed being exposed to a wide variety of situations over a long period of time, making it so that the bonus and the penalty come into effect in roughly equal measure.

For that reason, it's recommended that you avoid giving a Steed a personality when it's not expected to be around for very long, such as in the case of summoned creatures. Giving such a Steed a personality increases bookkeeping for little gain and might result in either disproportionately favouring it (such as getting the Cowardly personality in a situation where saving throws against being Frightened aren't likely, but high mobility is important) or giving it an unfun disadvantage (such as suffering the Disadvantage on Initiative rolls from the Lazy personality on a summoned Steed that won't last until a Short Rest).

If the summoned creature in question lasts indefinitely, however, such as the Trusty Steed from the Dragoon's Creed Gunner subclass or the creature summoned by a Find Steed spell, there are no issues with giving it a personality.

Training Your Steed

With a firm yet gentle hand, the right technique, and a good amount of patience, a Steed can be trained beyond the capabilities of a regular mount. Trained Steeds are hardier and more skilled, working flawlessly in tandem with their rider to wreak havoc on the battlefield.

A creature proficient in the Animal Handling skill can spend time and money to attempt to train a Steed. Doing so requires a combined total of **120 hours** of work, as well as treats and training equipment worth **500 GP**. At the end of the training time, the creature makes a **Wisdom (Animal Handling)** check, with the DC equal to 10 plus the Steed's Challenge Rating. On a successful check, the Steed is trained. On a failed check, the Steed remains untrained, the materials are wasted, and the process must be repeated.

Once a Steed is trained, it gains the following benefits:

- It becomes capable of accepting a rider, if it isn't already.
- It gains proficiency in one of the following skills, chosen by the creature that trained it: Athletics, Acrobatics, Intimidation, Perception, Performance, or Stealth.
- It gains additional Hit Dice until it has **10 Hit Dice**. For each Hit Die gained this way, the Steed's Hit Point maximum increases by a roll of that die plus its Constitution modifier (minimum of 1).
- It gains a bonus to its attack rolls and save DCs equal to the difference between its and its rider's Proficiency Bonuses, while mounted by a rider with a higher Proficiency Bonus.
- It gains the ability to perform one of the unique manoeuvres listed in the Steed Manoeuvres section below, chosen by the creature that trained it.

A Steed can only be trained once during its lifetime, and can't be untrained after the fact. At the GM's discretion, Steeds may be found for purchase already trained in select stables—those highly sought-after mounts cost 1,000 GP in addition to their normal price. The power of a trained steed can be considered roughly equivalent to a Rare magical item; the GM should keep this in mind when gauging whether to make these available to the party.

Steed Manoeuvres

The manoeuvres listed here are accessible to a Steed only after it has been trained. In order to use a manoeuvre, the Steed must be mounted by a rider. The Steed can use each manoeuvre that it knows three times, regaining all expended uses when it finishes a Long Rest.

Airs Above the Ground

As a Bonus Action, the Steed leaps up to **10 feet** vertically and **10 feet** horizontally in an arc. If this causes it to leap over a creature, its rider can immediately take a Reaction to make a weapon attack against that creature and has **Advantage** on the attack roll.

Defensive Manoeuvre

When the Steed's rider or a passenger is hit by an attack from an enemy, the Steed can take a Reaction to become the target of the attack instead. If the attack hits the Steed, it gains **4d8** Temporary Hit Points just before damage is dealt, which last until the end of its next turn.

Extreme Vaulting

When the Steed or its rider fails a Dexterity saving throw, the Steed can take a Reaction to make a **Dexterity (Acrobatics)** check. If the result of the check is higher than the save DC, both the Steed and its rider succeed on the triggering Dexterity saving throw.

Full Speed Ahead

As a Bonus Action, the Steed gains the effects of the Dash, Disengage, and Dodge actions. Until the end of its turn, its jump distance is doubled and it can run on vertical surfaces and liquid surfaces without falling or sinking.

Offensive Dismount

As a Bonus Action, the Steed launches a willing rider or passenger off of its back, throwing it up to **30 feet** away. The launched creature can then take a Reaction to make one melee weapon attack.

Pale Steed

As an action, the Steed makes a **Charisma (Intimidation)** check to put on a fearsome display, such as rearing up on its hind legs or neighing menacingly. Each creature within **15 feet** of the Steed that can see or hear it makes a **Wisdom saving throw** with a DC equal to the result of the Intimidation check. On a failed save, a creature is **Frightened** of the Steed until the end of the Steed's next turn.

Show Horse

As an action, the Steed makes a **Charisma (Performance)** check to put on a show, such as doing some eye-catching tricks or whinnying a tune. Each creature within **15 feet** of the Steed that can see or hear it makes a **Wisdom saving throw** with a DC equal to the result of the Performance check. On a failed save, a creature is **Charmed** by the Steed until the end of the Steed's next turn, and the first attack roll against the Charmed creature in that time is made with **Advantage**.

Trampling Charge

When the Steed takes the Dash action, it can make a **Strength (Athletics)** check to perform a Trampling Charge. Until the end of its turn, the Steed can move through the spaces of creatures its size or smaller. When the Steed moves into a creature's space, that creature must succeed on a **Strength saving throw**, with a DC equal to the result of the Athletics check, or take **3d6** Bludgeoning damage and be knocked **Prone**. A creature makes this saving throw only once per turn.

Riding Equipment

Why should the party members be the only ones decked out in fashionable items and powerful arcane accoutrements? Does the poor suffering horse that's carried your gear across the continent not deserve some of its own? This section lists five types of mundane riding equipment: barding and saddles from the base rules, plus three new ones—Bridle, Mountshoes, and Headgear, fully integrating them with the crafting rules in Chapter 5 and providing a magical version of each one.

Who Can Wear What? Some types of equipment, such as the Bridle or Headgear, only provide benefits when equipped to Steeds—in the case of the Headgear, for example, it's their low Intelligence score that allows them not to be Frightened by what they can't see properly, whereas an intelligent creature (which can't become a Steed) would remain aware of the danger even if it left the creature's field of vision. Other types of equipment, such as Mountshoes, can provide benefits to all mounts. In this case, the GM determines which creatures can benefit from this equipment. Humanoid creatures and those with Humanoid-like anatomy (such as some Fey, Fiends, or Undead) are not typically able to benefit from mount equipment, even if certain parts of their body, like their feet, are similar to the equivalent body parts of some mounts.

Mundane Equipment

The following pieces of mundane equipment are available to craft or purchase. The Riding Equipment Properties table details the price and crafting information for versions of these items that are suitable for a Medium creature—multipliers are provided in the Adjustments for Creature Size table to determine the material cost, crafting time, item value, and weight for other creature sizes.

Barding

Barding is armour designed for a mount. Any type of armour in the basic rules can be purchased or crafted as barding.

Bridle

A bridle is a piece of equipment used to direct a mount, consisting in its most basic form of a series of leather straps wrapped around the mount's head, attached to a set of reins that serve to communicate cues for direction and speed. A creature riding a Steed with a Bridle has **Advantage** on Wisdom (Animal Handling) checks made to control or soothe it. Putting on or removing a Bridle from a willing creature takes **1 minute**.

Headgear

Headgear is a protective helm, mask, or similar type of equipment designed to protect a mount's eyes and limit its field of vision to avoid distractions and panic in combat. A creature has **Disadvantage** on Perception checks while wearing Headgear. If that creature is a Steed, it also has **Advantage** on saving throws against being Blinded, Charmed, or Frightened. Putting on or removing Headgear from a willing creature takes **1 minute**.

Mountshoes

Mountshoes provide protection and comfort for a mount's feet, allowing it to work for longer periods of time. Traditionally, it takes the form of horseshoes for hooved animals, but can come in suitable shapes for all kinds of feet, such as talons or paws. A creature wearing Mountshoes has **Advantage** on saving throws made to resist the effects of a forced march and ignores Difficult Terrain caused by loose or slippery ground, such as gravel or ice. Putting on or removing Mountshoes from a willing creature takes **1 hour**.

Saddles

A saddle is a supportive seat for a rider. A regular Riding Saddle provides no benefit except for comfort, but an Exotic Saddle is required to mount an aquatic or flying mount. A Military Saddle gives the rider **Advantage** on ability checks and saving throws made to avoid Falling Off. Putting on or removing any type of saddle from a willing creature takes **1 minute**.

Modified Rule: Bridle Not Included

In the 2024 rules, it's stated that a saddle comes with a bit, bridle, and reins. For the purpose of making these a separate type of item with its own effect, the same is not true in this version of the rules.

Headgear

Mountshoes

Riding Equipment Properties

Item	Material Cost	Manufacturing Tool	DC	Time (Hours)	Item Value	Weight
Barding	Varies*	Varies**	Varies**	Varies**	Varies*	Varies**
Bridle	2 SP	Leatherworker	10	1	5 SP	½ lb.
Mountshoes	7 SP	Smith	10	1	2 GP	4 lb.
Headgear	7 SP	Leatherworker or smith	10	1	2 GP	1 lb.
Saddles						
Exotic, Military	20 GP	Leatherworker	17	24	60 GP	25 lb.
Exotic	10 GP	Leatherworker	15	16	30 GP	20 lb.
Military	3 GP	Leatherworker	13	8	10 GP	15 lb.
Riding	2 GP	Leatherworker	10	4	5 GP	12.5 lb.

*These values depend on the type of barding chosen, and are twice the amount for armour of the equivalent type.

**These values depend on the type of barding chosen, and are the same as those for armour of the equivalent type.

Adjustments for Creature Size

Creature Size	Modifier for Material Cost, Time, Item Value, and Weight
Tiny	0.5 × base value
Small	1 × base value
Medium	1 × base value
Large	2 × base value
Huge	4 × base value
Gargantuan	8 × base value

Military Saddle

Backgrounds

You can choose from these new backgrounds when you first create your character.

Caravaneer

You are a caravaneer, a semi-nomadic merchant and the lifeblood of long-distance trade. A grizzled negotiator and a hardened survivalist, you cross scorching deserts and storming seas to deliver goods to oasis cities and wealthy ports where gold flows like water. With eyes on the horizon and a sharp tongue always ready to negotiate out of danger and into a lucrative deal, caravaneers like you carry not only precious cargo, but vital news and supplies all across the world.

The life of a caravaneer is a dangerous dance of profit, peril, and passage. Most are happiest when wealthy and successful, but a career trekking from port to port means none are strangers to hardship. Bandits, tempests, fraud... no matter what happens, you'll bounce back with pockets full of gold and a gleam in your eye.

Ability Scores: Constitution, Intelligence, Charisma
Feat: Skilled
Skill Proficiencies: Persuasion and Survival
Tool Proficiency: Cartographer's Tools
Equipment: *Choose A or B:* (A) Cartographer's Tools, Fine Clothes, Parchment (10 sheets), Spyglass, Traveller's Clothes, 5 GP; or (B) 50 GP

2014

Modification: Caravaneer

If you are using the 2014 version of 5th edition, this background doesn't include Ability Score Increases. Instead, it grants you proficiency in your choice of Land or Water Vehicles.

Feature: Favoured Fleet

As a travelling merchant, you have a preferred method of moving your goods. When you are travelling, you can assume command of your chosen fleet (assuming the crew, if any, is willing to listen). While commanding a vessel or crew, other creatures that can hear you have Advantage on ability checks made to interact with vehicles or beasts of burden in the favoured fleet and on saving throws against exhaustion for traveling for longer than 8 hours.

Work with your GM to choose a favoured fleet that is appropriate for the setting in which you play, rolling on or choosing a result from the table below. A fantastical medieval setting, for example, is unlikely to feature goods shipped by spacecraft.

Favoured Fleet

1d8	Fleet
1	Labourers on foot
2	Packs of herd animals, such as horses or oxen
3	Small overland vehicles, such as carts, carriages, and sledges
4	Large, animal-drawn wagons
5	Barges, rafts, and small freshwater vessels
6	Galleys and large oceangoing vessels
7	Hot-air balloons, airships, and other flightcraft
8	Spacefaring ships and other spacecraft

Suggested Characteristics

A caravaneer must know when to push their luck, whether they're negotiating fees, bribing taxmen, or leading their crew to safety. They're dauntless deal-seekers and thus open to polite conversations with impolite company, but all too prone to avarice and risky gambles.

Personality Trait

1d8	Personality Trait
1	People are great, but I'm much happier around livestock and pack animals.
2	I'll haggle over everything, even tithes and donations to the poor.
3	I'm incredibly generous—only to people I want to win over.
4	I'm proud of my success, and happily share my story with anyone who'll listen.
5	Though slow to trust, I'll cross oceans and continents for the people I care about.
6	I always keep a close watch on my possessions.
7	I'm always open with negotiation, even with a knife at my throat.
8	Don't throw it away! Someone might buy that "exotic trinket."

Ideal

1d6	Ideal
1	**Fairness.** No matter what happens, everyone gets a square deal. (Lawful)
2	**Community.** A caravan is only as good as the people in it. (Good)
3	**Avarice.** Just. Make. Money. (Evil)
4	**Freedom.** Life is best lived on the open road, free of borders…and taxes. (Chaotic)
5	**Monopoly.** There's money to be made when you control the supply. (Evil)
6	**Adaptability.** The road ahead is never straight; adjust, or die poor. (Any)

Bond

1d6	Bond
1	I keep careful track of everything; my ledger is my life.
2	I barely survived being lost in the wilderness, and now I help others avoid the same experience.
3	I once made a deal that ruined someone's life, and I think about it every time I negotiate.
4	Raiders took everything from me, and I'll make them pay.
5	I live for the thrill of transporting dangerous goods and contraband.
6	Come with me! The more the merrier on our long journey.

Flaw

1d6	Flaw
1	Some strangers are potential customers…but most are potential thieves.
2	I constantly compare local customs to more impressive places I've visited.
3	I never spend a single Copper Piece that I don't have to.
4	I've betrayed loyal partners for a better deal and will do it again.
5	Overpromise and under-deliver!
6	I don't believe in lasting bonds. Friends are temporary; money is forever.

Chronoscholar

Your eyes are sore, your fingers ink-stained, and your back perpetually hunched from poring over the annals of history and other periods for hours on end. Yet you bear these burdens proudly, for you are a chronoscholar, a student of time—time that has passed, time that is passing, and time that has yet to pass. Your questions are endless, and not all answers are within reach of the present moment. Luckily, you have the entirety of the past and future to explore in your relentless pursuit of knowledge.

Chronoscholars may belong to formal academic associations, such as the Lemniscate Order, or work in solitude as independent sages striving to uncover the secrets of time alone. Their studies cover a wide range of topics, from Alternate History to Mathematical Prophecy, and frequently require them to leave the safety of their book-lined scholastic sanctuaries to conduct field research. They venture forth into the world to translate ancient texts by consulting with the original authors, gather firsthand accounts from long-dead historical figures, and untangle paradoxes woven into the complex threads of causality. Whatever their specialty, one thing is certain: time is always—quite literally—of the essence.

Ability Scores: Dexterity, Intelligence, Wisdom
Feat: Augur
Skill Proficiencies: History and Investigation
Tool Proficiencies: Calligrapher's Supplies
Equipment: *Choose A or B:* (A) Calligrapher's Supplies, Fine Clothes, Lamp, Oil (3 flasks), Parchment (12 sheets), 23 GP; or (B) 50 GP

2014

Modification: Chronoscholar

If you are using the 2014 version of 5th edition, this background doesn't include Ability Score Increases. Instead, it grants you one language of your choice.

Feature: Temporal Historian

History repeats itself, and you've studied it enough to be aware of its patterns. You know if a specific activity would result in you gaining one or more Paradox Points, but not how many. In addition, when you're about to make a significant change to the past, you have a sense of the consequences that may result from it, though you remain ignorant of any specific details. For example, you may be aware that saving the life of a powerful archmage will lead to him executing on his political ambition, but not that he will attempt to conquer your hometown at some point. Similarly, if the present is altered due to someone tampering with time, you have a sense of what changes were made to result in that outcome, and when.

Specialty

To determine the specialization of your chronurgistic studies, roll on or choose a result from the table below.

Chronoscholar Specialty

1d6	Specialty
1	**Apophenist.** A chronicler of recurring patterns throughout history.
2	**Chrono-Astronomer.** A scholar who studies the changes in the positions of the constellations throughout the ages and uses them to predict events.
3	**Deviation Scout.** An agent who investigates weak points in the timeline where branching realities are most likely to occur.
4	**Logician.** A researcher of paradoxes and how to prevent them.
5	**Re-Chronicler.** An archivist responsible for the re-recording of history after the timeline is changed.
6	**Temporal Mender.** A specialist responsible for healing points in the timeline where paradoxes have occurred.

Suggested Characteristics

A life spent chronicling history leaves its mark on both head and heart. The esoteric nature of a chronoscholar's studies often renders them cryptic, scatterbrained, and prone to incomprehensible philosophical tangents. Moreover, their role as neutral observers of the most pivotal events in history—and often the most harrowing—changes the way they interact with the world. Some assume a cold, aloof disposition, shielding themselves from the emotional weight of moments which, in their eyes, feel fleeting and impermanent. Others take the opposite path, embracing the good and beauty in the world with renewed vigour before the aeons inevitably sweep them away.

Personality Trait

1d8	Personality Trait
1	I often reference 'the good old days', and refer to a different timeframe whenever I'm asked when exactly those good old days were.
2	I can't help but make time-based puns at the slightest opportunity.
3	I have a favourite year, and I keep a book about its events on my person at all times.
4	Nothing gets me going quite like a good paradox.
5	I claim to have personally met famous figures of ages long past.
6	I often wish I could skip ahead in time through awkward social interactions—of which there are a lot.
7	I lose track of time while reading.
8	I'm cautious with my actions—I know the consequences that the smallest misstep can bring.

Ideal

1d6	Ideal
1	**Peace.** By harnessing the power of chronomancy, we can bring an end to bloody conflicts before they even begin. (Good)
2	**Freedom.** The power to manipulate time will allow me to finally go wherever I please, whenever I please. (Chaotic)
3	**Justice.** I will bring those who manipulate time for their own benefit to justice. (Lawful)
4	**Security.** I wish to see those I care about safe from the forces that recklessly tear through time. (Any)
5	**Knowledge.** We can learn from the past to inform our actions in the present and better shape the future. (Neutral)
6	**Power.** Where some might believe friendship is the most powerful source of magic, intellectuals know it to be chronomancy. (Evil)

Bond

1d6	Bond
1	Events in my life don't add up. I suspect someone altered my past, and I'm determined to find out who and why.
2	I chase someone who is very dear to me through time—I just haven't quite managed to catch up with them.
3	I am hellbent on fixing a mistake I made in the past, no matter how many attempts it takes me, or how many paradoxes it creates.
4	I once recklessly travelled through time—now I am hunted by the Horological Order.
5	I keep running into the same number or word in my daily life. Someone in the future is trying to send me a message—but what does it mean?
6	I know the outcome of an event yet to occur that will forever alter the course of history.

Flaw

1d6	Flaw
1	Nothing I do truly matters—we are all so small compared to the grand scale of the multiverse.
2	The mistakes of my past are ones I cannot stop myself from repeating.
3	I believe some events, however horrific, cannot be averted—they are necessary for a better future.
4	I have no connections like friends or family. After all, they'll be gone before I know it.
5	I cannot rest without the ticking of a clock to soothe my thoughts.
6	I get stuck on trivial matters by overthinking their consequences.

Imaginal Wanderer

For a considerable stretch of your life, you called the Imaginal Plane home. Your stay was a life-changing experience, marked by fantastic sights and impossible sceneries beyond most people's wildest dreams. You sailed across oceans of words, navigating the calm waters of poetry and the violent storms of rhetoric alike, and harmonised with living clouds atop mountains sculpted from raw emotion, your songs carried by the wind to take root as a forest in distant lands. From the towering spires of Majinna to the fog-laden paths of the Marsh of Lost Memories, every moment offered more strange wonders than most see in a dozen lifetimes.

But for all the breathtaking beauty of the Imaginal Plane, traversing its fantastical landscapes can be a challenging task. Its dangers and obstacles reward unorthodox, sometimes counterintuitive thinking, demanding travelers to think outside the box... or perish within it. You may have had to dive headfirst into a raging inferno in order to escape being burned, shed clothing to endure a snowstorm, or bow in genuine surrender to disarm a furious jinn. These trials reshape the mind as well as the body, and many who return to the Material Plane find it just as bizarre and outlandish as the Imaginal once was—its rigid rules now restrictive and impossibly small.

Ability Scores: Strength, Wisdom, Charisma
Feat: Magic Initiate (Wizard)
Skill Proficiencies: Insight and Persuasion
Tool Proficiency: *Choose one kind of Musical Instrument or Artisan's Tools*
Equipment: *Choose A or B:* (A) Musical Instrument or Artisan's Tools (same as above), Fine Clothes, 2 Pouches, Traveler's Clothes, 17 GP ; or (B) 50 GP

2014

Modification: Imaginal Wanderer

If you are using the 2014 version of 5th edition, this background doesn't include Ability Score Increases. Instead, you learn Jinn or one other language of your choice if you already know Jinn.

Feature: Dual Citizenship

Your time on the Imaginal Plane has altered your being in a fundamental way; you now belong both to both the Material and Imaginal. When you are unwillingly transported to another plane of existence, such as by the Banishment spell, you can choose to be transported to the Imaginal Plane instead, provided you aren't there already. However, you can't choose a specific location

on the plane of arrival. Additionally, each time you are targeted by the Dream or Scrying spells while on the same plane of existence as the caster, there's a 25 percent chance you are considered to be on a different plane of existence instead.

Suggested Characteristics

The Imaginal Plane is a confusing realm where concepts take physical shape and abstract ideas walk on two legs, governed by an underlying logic that is often labyrinthine, self-contradictory, and nigh impossible for mortals to understand. To withstand this absurdity, many develop coping mechanisms in the form of quirks to help tether their minds to reality. Some withdraw into themselves, finding comfort from absurdity in the predictable workings of their own heads. Others embrace the chaos and use it to stoke the fires of their own creativity and extravagance, letting the strangeness take root within them and grow into eccentricity. Whichever the case, these individuals often stand out on the Material Plane—an inevitable result of the Imaginal's transformative influence.

Personality Trait

1d8	Personality Trait
1	I can smell colours.
2	I often talk in riddles.
3	I rarely, if ever, show fierce emotions.
4	I frequently find myself lost in daydreams.
5	I tend to talk in my sleep.
6	I make up words when I can't find the right one.
7	I love talking about dreams and their significance.
8	I always hum a tune when I'm focusing.

Ideal

1d6	Ideal
1	**Creativity.** Our greatest strength is our ability to create. (Good)
2	**Influence.** Whoever controls the public's opinion, controls the public. (Evil)
3	**Ambition.** My potential is limited only by my own imagination. (Any)
4	**Freedom.** Everybody should be free to express themselves in whatever way they please. (Chaotic)
5	**Logic.** There's an explanation for everything, no matter how strange. (Lawful)
6	**Whimsy.** We all need a little chaos in our lives. (Chaotic)

Bond

1d6	Bond
1	I was banished to the Imaginal Plane against my will. Now I've returned to find that my friends and family moved on, and all I have left is vengeance against those who sent me away.
2	I travelled to the Imaginal Plane to find the answer to a philosophical question that plagues my existence, but it eludes me still.
3	I tricked a jinn into returning me to the Material Plane, and I heard he's been looking around for me.
4	After experiencing the sights and sounds of the Imaginal Plane, the Material is no longer enough for me. Anytime I'm away, I yearn to return.
5	I traveled to the Imaginal Plane hoping that it would teach me to follow my heart more... but I didn't expect to fall in love.
6	I heard an indescribably beautiful song during my stay on the Imaginal. It left me with a burning need to recreate it, but every attempt thus far has failed.

Flaw

1d6	Flaw
1	I have trouble explaining my thoughts through words. Get ready for some interpretative dance!
2	I frequently eschew logic and reason in favour of instinct and emotion.
3	I compulsively check whether or not varied objects are illusions.
4	My moods fluctuate wildly, and I sometimes lash out at the smallest perceived slights.
5	I have so much untapped creativity, but lack the means or skills to express myself.
6	I sometimes forget the Material Plane functions differently than the Imaginal. You mean that a song isn't a valid form of currency here?

Nomad

You are a wanderer drawn ever onward by promises of new experiences and exotic locales. More at ease beneath the stars than under any roof, you find no bed more comfortable than a threadbare bedroll spread out on hard ground, no banquet hall more sumptuous than a dusty campfire flickering in the dark. In roadless wildernesses where others would quickly perish, you instead thrive, living a life where maps—and, at times, laws—are more suggestions than they are rules.

You may have gone on a journey of self-discovery with every intention of one day returning to the now-far-off land you call home... or perhaps fate has barred the way back forever. Though your endless journey is often challenging, no danger, setback, or creature comfort can discourage you from reaching your goal... provided you had one to begin with.

Ability Scores: Dexterity, Constitution, Wisdom
Feat: Alert
Skill Proficiencies: Nature and Survival
Tool Proficiency: Navigator's Tools
Equipment: *Choose A or B:* (A) Navigator's Tools, Bedroll, Blanket, Tent, Traveller's Clothes, 5 GP; or (B) 50 GP

2014

Modification: Nomad

If you are using the 2014 version of 5th edition, this background doesn't include Ability Score Increases. Instead, it grants you one language of your choice.

Feature: Those Who Wander

You can always ensure that the beasts of burden that accompany you survive the elements. Friendly Beasts within **30 feet** of you automatically succeed on saving throws against the effects of harsh environments such as extreme heat or cold, or heavy rain.

Reasons for Leaving

While every nomad shares a deep wanderlust, their initial reasons for venturing into the unknown are as diverse as the lands they travel. Roll on or choose a result from the table below to decide why you left your home.

Reason for Leaving

1d8	Reason
1	Spiritual journey or pilgrimage
2	Rite of passage
3	Untethered, aimless wanderlust
4	Banishment
5	Destruction of your home
6	All-consuming thirst for revenge
7	Hunt for treasure
8	Cultural tradition

Suggested Characteristics

Possessed by wanderlust, nomads rarely stay in one place for long, and often seem aloof and untrustworthy. Despite their weather-beaten appearances, many have a deep yearning for companionship, even if it's lost to the call of the open road.

Personality Trait

1d8	Personality Trait
1	I always take time to appreciate wild beauty.
2	I love to chat with people on the road and learn their stories.
3	I try new things with incredible enthusiasm.
4	If I can't see the sky, I become quiet and closed off.
5	Peace, quiet, and the wind in my hair are all that I need.
6	There's a new discovery around every corner!
7	I'll settle down... eventually... When I find the right place...
8	I often intermix idioms from multiple cultures in the same sentence.

Ideal

1d6	Ideal
1	**Assimilation.** I always respect and learn about the customs of the people I encounter. (Lawful)
2	**Openness.** Freedom of movement is the most important right of all living creatures. (Chaotic)
3	**Camaraderie.** There is safety and happiness to be found in travelling with a group. (Good)
4	**Independence.** I refuse to be tied down by any nation or creed. (Chaotic)
5	**Theft.** I'll take whatever I need from others to fund my lifestyle. (Evil)
6	**Adventuring.** Taking the road less travelled makes all the difference. (Any)

Bond

1d6	Bond
1	I promised someone long lost to me that I would see a specific faraway place for us both.
2	I just want to see the world and all its wonders!
3	The nomadic lifestyle is just that—a lifestyle. I tend herds of nomadic animals, but don't feel the need to go anywhere in particular.
4	I always share what little I have with others—food, water, and experience—because I've been in need too.
5	I'm journeying to find *myself*.
6	Something about a sedentary life can't satisfy me... I always find myself back on the open road.

Flaw

1d6	Flaw
1	I overreact to any perceived attempt at confinement or detention.
2	I'm openly hostile toward people I think would look down on me for my transience, before they have a chance to prove me wrong.
3	I struggle to keep promises to others.
4	Goals? What goals? I'm just drifting.
5	I shamelessly beg and steal to get what I want, not just what I need.
6	If a conversation bores me, I get up and leave—and I might leave town.

Temporal Transient

This is not your own time—by accident or design, you've become stranded in a different era, with no clear path back home. The people here dress strangely, speak with unfamiliar accents, and observe customs foreign to you. Sprawling cities now stretch out across fields you once knew as empty, and kingdoms flourish that you know are destined to fall. To survive, you've learned to study the mannerisms of your new contemporaries and pass yourself as one of them, perhaps to avoid tampering with the timeline... or perhaps to stay hidden from someone—or something—hunting you.

You might have been sent careening through time with the burden of preventing an apocalyptic event or kick-starting a revolution... or maybe you simply fell through the cracks of spacetime, your displacement a cosmic coincidence fueled by tremendous misfortune. You could even have been banished from your native time period for some grave crime. Whatever the case, the experience irrevocably changed you in ways you're still struggling to fully understand. Whether as a witness, a pawn, or something else entirely, you're left with the creeping suspicion that the sands of time are not quite done with you yet.

Ability Scores: Constitution, Wisdom, Charisma
Feat: Astute
Skill Proficiencies: Deception and Survival
Tool Proficiencies: Disguise Kit
Equipment: *Choose A or B:* (A) Disguise Kit, 2 Costumes, Mirror, 2 Pouches, Traveler's Clothes, 22 GP; or (B) 50 GP

Feature: Spatiotemporal Awareness

Your misadventures across time and space have left you with an uncanny sense of where and when you are at all times. You always know what time of day it is, even in locations where the diurnal cycle or the passage of time don't function as normal. In addition, when you're transported across time or space, you know how far you are from the point of origin and in which direction, as well as the date.

Suggested Characteristics

Those displaced in time need to adapt quickly, molding themselves to their new surroundings to avoid drawing unwanted attention. They obsessively study the zeitgeist, adopting mannerisms, speech patterns, and attitudes they believe will endear them—or at least render them inconspicuous—to the locals. But no matter how meticulously crafted their persona, some strangeness invariably shines through from time to time. An odd turn of phrase or an anachronistic reference can be all it takes to give them away as an outsider.

Personality Trait

1d8	Personality Trait
1	I frequently get a feeling of déjà vu... like I've already heard or experienced something.
2	I've decided to use this opportunity to completely reinvent myself.
3	I go the extra mile to fit in—which more often than not makes me more conspicuous.
4	I wear clothes that were considered fashionable two centuries ago.
5	I rarely speak unless spoken to—I don't want to accidentally expose myself.
6	I use slang that the people around me do not understand.
7	I mix up verbal tenses all the time, and even invent new ones. Conjugation is hard!
8	I frequently get a feeling of déjà vu... like I've already heard or experienced something.

Ideal

1d6	Ideal
1	**Prosperity.** I will leverage my extra-temporal knowledge to ensure a brighter tomorrow for all. (Good)
2	**Greed.** Does it count as insider trading if you just happen to know the market's movements? (Evil)
3	**Freedom.** This different time has so much to offer—it can't hurt to indulge myself a little bit, right? (Chaotic)
4	**Curiosity.** I am hell bent on learning as much as I can from this time. There will never be another opportunity like this. (Neutral)
5	**Discretion.** The timeline must remain untainted. No one can know that I don't belong here. (Lawful)
6	**Experimentation.** I've always wanted to know if the butterfly effect was real. I wonder what would happen if I just stepped on an insect or two... (Chaotic)

Bond

1d6	Bond
1	I was sent back in time a few decades, and now my best friend is my grandpa—who's yet to meet my grandmother. I need to make sure they do, or I will never be born.
2	I'm on the run from a cataclysm that devastated my own time... but it might just follow me here.
3	In my own time, my friends and family are in danger. I need to get back, no matter what.
4	I need to stop a plot to assassinate an important historical figure—it will have far more dire ramifications than anyone in this time can imagine.
5	I will do everything I can to see the construction or restoration of a grand temple that lies in ruin in my own time.
6	I need to put a specific item in a specific place for an acquaintance of mine to discover decades from now.

Flaw

1d6	Flaw
1	I have trouble finding common ground with the people around me.
2	My way of thinking clashes with 'contemporary' standards.
3	I can't help but give away information about events that have yet to happen, even when I know I shouldn't. Spoiler alert!
4	I am paranoid about every single alteration I make to the timeline—the consequences could be disastrous.
5	I find myself second-guessing everything I do. Would I act any differently if I could go back and change it?
6	I am scared to grow too attached to this new time.

Tomb Raider

Forgotten temples, ancient crypts, time-lost vaults—sometimes, you feel like you spend more time below ground than above it. Your hands constantly ache from the countless ropeburns earned swinging over collapsed bridges, deadly traps, and the rusted swords of undead sentries. You've contracted ancient plagues, outrun rolling boulders, and been betrayed by more suspiciously inoffensive-looking sidekicks than you care to count... and yet, you keep coming back for more.

Tomb raiders are shrewd, daring hellions who specialise in breaking into crumbling edifices and retrieving the lost treasures held within. They live from job to job, making only loose plans for the future—as each new expedition could very well be their last—and embracing the present with the reckless vigour only mustered by those who know there's likely a poisoned arrow waiting for them around the corner. Their dangerous, thrill-chasing lifestyles are not so different from those of adventurers, so it comes as no surprise that the lines between the two often blur.

Ability Scores: Dexterity, Intelligence, Charisma
Feat: Astute
Skill Proficiencies: History and Sleight of Hand
Tool Proficiencies: Thieves' Tools
Equipment: *Choose A or B:* (A) Thieves' Tools, Grappling Hook, Lantern (Hooded), 2 Pouches, Rope, Shovel, Traveler's Clothes, 12 GP; or (B) 50 GP

2014

Modification: Tomb Raider

If you are using the 2014 version of 5th edition, this background doesn't include Ability Score Increases. Instead, it grants you an additional proficiency with Cartographer's Tools.

Feature: Relic Hunter

When you enter a ruin or dungeon, you know what types of traps and environmental hazards you're likely to come across within it. In addition, you can determine the rough monetary value and age of any art objects, historical relics, or gems you can see.

First Job

A tomb raider's first job is an experience that stays with them for the rest of their (considerably below average) lifetime. It serves both as a rite of passage and a test of mettle. Roll on or choose a result from the table below.

First Job

1d8	Job
1	Abandoned lair of a dragon
2	Ancient temple of a dead god
3	Subterranean habitat of an extinct species
4	Vault of a forgotten civilization
5	Mausoleum of an ancient king
6	Hideout of a mysteriously vanished cult
7	Ruins of a vampire lord's castle
8	Laboratory of a vanquished lich

Suggested Characteristics

Intentionally or not, tomb raiders cultivate an aura of mystery and intrigue that rarely fails to provoke strong opinions. Depending on whom you ask, they're either reckless thrill-seekers who dare to explore perilous ruins no one else would touch, heartless looters desecrating the resting places of the defenseless dead, or bumbling buffoons who survive lethal traps through sheer happenstance. In truth, most are some uneven blend of all three. A life of danger and derring-do such as the one they lead demands courage, luck, and a certain degree of... ethical flexibility.

Personality Trait

1d8	Personality Trait
1	I try to remember as much as I can about the people I meet—you never know when you need to call in a favour.
2	I have a lucky charm that I keep on me at all times.
3	I'm fascinated by traps, and always want to figure out how they work.
4	I have extensive, exaggerated stories prepared for when someone asks me about my scars.
5	I do what I do for fame, not for coin... but the coin definitely helps.
6	I always take souvenirs from the places I visit.
7	I'm very superstitious—there's always an underlying truth to folk tales and traditions.
8	When I enter a new space, I always look for points of egress first.

Ideal

1d6	Ideal
1	**Excitement.** I live for the thrill of exploring ancient buildings. (Chaotic)
2	**Greed.** It's not like the dead have any use for priceless sacred artifacts. (Evil)
3	**Perseverance.** I always complete a job, no matter the cost. (Neutral)
4	**Preservation.** I retrieve artifacts for posterity. (Lawful)
5	**Security.** The abandoned lairs of evil creatures must be purged of their remaining contents so that no one lays their hands on them again. (Good)
6	**Carefreeness.** It's easier to ask for forgiveness than to ask for permission. (Chaotic)

Bond

1d6	Bond
1	I was swindled out of my due reward by a shady fixer. Now I'm trying to find them.
2	I once sold an artifact I later learned to be a forgery—no one can ever know about it.
3	My mentor died because of a mistake I made.
4	There's an ancient vault that no one has managed to open. I aim to go down in history as the person who did.
5	Funding expeditions is expensive, and I'm neck-deep in debt. Luckily, creditors don't chase you into ancient tombs.
6	Whatever coin I can spare goes to supporting my family.

Flaw

1d6	Flaw
1	I'm secretly scared of the dark.
2	I have a proclivity for brooding in dark corners.
3	I make overly complicated plans for every job I take on.
4	I like to act first and think later. Who doesn't love a bit of a gamble?
5	There's nothing wrong with sending someone ahead of me, just to test the waters. Those old traps probably don't work anymore, anyway!
6	I have a strong distaste for snakes and snake-like creatures.

Feats

The feats in this section are organised by category—Origin, General, and Species.

Species Feats. Species feats are restricted to characters of certain species. When you would gain a General feat, you can choose one from the Species category instead.

Origin Feats

These feats are in the Origin category.

Astute

Origin Feat

A life of danger has made you particularly responsive to traps and creatures lying in wait. You gain the following benefits.

Knack. You have a number of Knack Dice, which are **d6s**, equal to your Proficiency Bonus and can spend the dice on the benefits below. You regain your expended Knack Die when you finish a Long Rest.

Shrewd. When you make an Investigation or Perception check to detect the presence of hidden traps or creatures, you can expend **1** Knack Die and add that die to the ability check.

Slippery. When you take damage from an attack or a Dexterity saving throw, you can take a Reaction to expend any number of Knack Dice and reduce the damage by the number you roll on your Knack Dice.

Augur

Origin Feat

You gain the supernatural ability of foretelling, allowing you to glimpse the near future. You gain the following benefits.

Foresight. You learn the *Guidance* cantrip. Intelligence, Wisdom or Charisma is your spellcasting ability for this feat's spells (choose when you select this feat).

Minor Omen. Whenever you finish a Long Rest, you gain a small presage about a moment in the near future. Roll a **d4** and record the number rolled. When you or a creature that you can see fails a D20 Test, you can take a Reaction to add the recorded number to the roll.

Each recorded roll can only be used once. When you finish a Long Rest, you lose any unused recorded numbers.

Repeatable. You can take this feat more than once. Each time you do so, you learn another cantrip from the Cleric or Wizard spell list. In addition, you can roll an additional **d4** whenever you finish a Long Rest as part of the Minor Omen benefit, and record the number rolled. You can add the recorded numbers of multiple d4s to a roll as part of the same Reaction.

General Feats

These feats are in the General category.

Arcane Geometry

General Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)

Spells come in many shapes and sizes, but most burst forth in regular geometric forms— cones, cubes, lines, spheres. With a greater awareness of these patterns and exercises in control, you've learned to twist and sculpt your magic to better suit your needs. You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Precision Casting. Whenever you cast a level 1+ spell that creates a Cone, Cube, Line, or Sphere, you can transform the affected area into a different shape using the Arcane Geometry Shapes table. The location of the area's point of origin remains unchanged.

Arcane Geometry Shape

Starting Shape	Final Shape			
	Cone	Cube	Line	Sphere
Cone	—	Cube with the length of each side equal to the Cone's length ÷ 2	5-foot-wide Line with a length equal to the Cone's length × 3	Sphere with a radius equal to the Cone's length ÷ 2
Cube	Cone with a length equal to the length of the Cube's sides × 2	—	5-foot-wide Line with a length equal to the length of the Cube's sides × 4	Sphere with a radius equal to the length of the Cube's sides ÷ 2
Line	Cone with a length equal to the Line's length ÷ 2	Cube with the length of each side equal to the Line's length ÷ 4	—	Sphere with a radius equal to the Line's length ÷ 4
Sphere	Cone with a length equal to the Sphere's radius × 2.5	Cube with the length of each side equal to the Sphere's radius × 2	5-foot-wide Line with a length equal to the Sphere's radius × 5	—

Borrowed Future

General Feat (Prerequisite: Level 4+, Spellcasting or Pact Magic Feature)

You have learned to sacrifice tomorrow for a better today. You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Need it Now. When you cast a level 1–5 spell, you can choose to cast it without expending a spell slot. The next time you would regain an expended spell slot of that level, you do not regain it. Once you use this feature, you can't use it again until you finish a Short or Long Rest, and you can't use it on a spell slot of the same level until you finish a Long Rest.

Chaos Control

General Feat (Prerequisite: Level 4+)

Exposure to chronomancy has made you supernaturally aware of impending temporal alterations, granting you just enough warning to alter the outcome. You gain the following benefits.

Ability Score Increase. Increase your Wisdom score by 1, to a maximum of 20.

Mishap Manipulation. Whenever the party draws a card from the Paradox Deck for its Temporal Mishap effect (see page 21), you can choose to have them instead draw two cards and choose which one occurs, shuffling the other back into the deck.

Paradoxical Awareness. You have **Advantage** on saving throws against effects caused by Creature Warp effects.

Desert Willpower

General Feat (Prerequisite: Level 4+)

Whether by sheer fortitude or unflinching willpower, you've learned to ignore the wear and tear on your body, postponing the pain until you can sleep it off. You gain the following benefits.

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Tireless Traveller. While you have 3 or fewer Exhaustion levels, you don't suffer the effects of the Exhaustion condition. You are still considered to have Exhaustion levels, and suffer any additional effects associated with them (such as those of diseases). If you have 4 or more Exhaustion levels, you suffer the effects of the condition as normal.

Firearm Enthusiast

General Feat (Prerequisite: Level 4+)

You are a discerning marksman, drawn to the sleek and deadly efficiency of firearms over bows or crossbows. You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Intelligence score by 1, to a maximum of 20.

Firearm Proficiency. You have proficiency with firearms.

Firearm Modification. You can improve your firearms with special attachments. You can have a maximum of two attachments applied in total, and a maximum of one attachment on a single firearm. Each firearm can have the same attachment or a different one. Attachments are described in the "Firearm Attachment Options" section of the Gunner class (page 106). Alternatively, if you

have any levels in the Gunner class, your Maximum Total Attachments increase by 2 and your Maximum Attachments per Weapon increase by 1.

Whenever you finish a Long Rest, you can apply attachments to one or more firearms you are holding. If applying an attachment would cause you to exceed your maximum number of attachments, choose one of your existing attachments. That attachment ceases to function and no longer counts towards your maximum.

Attachments are divided into five types: Barrel, Melee, Muzzle, Sights, and Miscellaneous. With the exception of Miscellaneous attachments, you can't have more than one attachment of the same type on the same firearm.

If an attachment you gained from this feat has a prerequisite, you and the weapon you want to apply the attachment to must meet it to apply that attachment. Other creatures can use firearms bearing attachments you've applied with this feature, but those creatures can't benefit from those attachments.

Imaginal-Touched

General Feat (Prerequisite: Level 4+)

Time spent connected to the Imaginal Plane has expanded the powers of your mind and turned your thoughts into magic. You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Imaginal Magic. Choose one level 1 spell from the Conjuration or Transmutation school of magic. You always have that spell and the *Hallucinogenic Cloud* spell prepared. You can cast each of these spells without expending a spell slot. Once you cast either spell in this way, you can't cast that spell in this way again until you finish a Long Rest. You can also cast these spells using spell slots you have of the appropriate level. The spells' spellcasting ability is the ability increased by this feat.

Jinnbinder

General Feat (Prerequisite: Level 4+)

A minor jinn is bound to your soul, willing to serve your whims. You gain the following benefits.

Ability Score Increase. Increase your Charisma score by 1, to a maximum of 20.

Imaginal Attendant. You can cast the *Unseen Servant* spell without expending a spell slot. The servant disappears if you cast this spell again with this feat. Charisma is your spellcasting ability for this spell.

Minor Wish. You can take a Bonus Action to speak your desire, which is granted with a small fraction of a typical wish's power. When you make this wish, choose one of the boons below. All effects, items, and spells created by the wish last for **8 hours**.

Once you take this Bonus Action, you can't do so again until you finish a Long Rest.

1d4	Minor Wish Boon
1	**Health.** Roll a number of **d6s** equal to your Proficiency Bonus, and add them together. You gain Temporary Hit Points equal to the result.
2	**Wealth.** You create one object or up to ten pieces of ammunition of a combined value no higher than 25 × your Proficiency Bonus. Your creation is nonmagical and appears in an unoccupied space within **5 feet** of you. The item can be a weapon, a Shield, a set of Artisan's Tools, a gemstone, or an art object.
3	**Love.** You cast the *Charm Person* spell without a spell slot or spell components. The target doesn't know it was Charmed by you when the spell ends. Charisma is your spellcasting ability for this spell.
4	**Knowledge.** You gain proficiency in one skill or learn one language of your choice.

Master of Moxie

General Feat (Prerequisite: Level 4+)

You have mastered the ability to react to your foe's actions not only with blinding speed, but impeccable flair as well. You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Charisma score by 1, to a maximum of 20.

Moxie. During combat, you can build momentum, represented by a resource called Moxie. You can have a maximum of 2 Moxie. Alternatively, if you have any levels in the Gunner class, your Maximum Moxie is increased by 2. You gain **1 Moxie** each time you do any of the following:

- Score a Critical Hit against an enemy that has a Challenge Rating of 1/2 or higher.
- Roll a 20 on the d20 for a saving throw imposed by an enemy.
- Reduce an enemy that has a Challenge Rating of 1/2 or higher to 0 Hit Points for the first time on a turn.

If you haven't gained or expended any Moxie for **1 minute**, you lose all Moxie.

Lightning Reflexes. Whenever you take a Reaction, you can expend **1 Moxie** to turn it into a special Reaction, which doesn't expend your regular Reaction. You can still only take one Reaction, special or otherwise, on each turn.

Mirage Maestro

General Feat (Prerequisite: Level 4+)

You have developed an exceptional capacity for discerning and producing illusions. You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Deft Illusionist. You learn the *Minor Illusion* cantrip. You can produce two separate illusions with a single casting of the spell. The spell's spellcasting ability is the ability increased by this feat.

Illusion Acuity. You can take the Study action as a Bonus Action when attempting to examine illusions, and you have **Advantage** on any D20 Test to do so.

Mithridatist

General Feat (Prerequisite: Level 4+)

Through regularly consuming small doses of harmful foodstuffs, you developed a resilience against their harmful effects. You gain the following benefits.

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Acquired Taste. You have **Advantage** on Constitution saving throws you make to end or avoid being Poisoned, as well as ability checks made to detect and identify poisons.

Practised Fortitude. Whenever you take Poison damage, you build a temporary tolerance to those toxins. Until you finish a Long Rest, any subsequent Poison damage from the same type of creature or poison is reduced by an amount equal to your Constitution modifier (minimum reduction of 1).

Mount Master

General Feat (Prerequisite: Level 4+)

You have developed a deep kinship with mounts of all sorts, gaining the ability to push them beyond their natural limits. You gain the following benefits.

Ability Score Increase. Increase your Dexterity or Wisdom score by 1, to a maximum of 20.

Quick Commands. You can command a Steed using the Take the Reins additional rule as a Bonus Action instead of an action. You can do so a number of times equal to your Proficiency Bonus, regaining all expended uses when you finish a Long Rest.

Additional Training. You can train a Steed that has already been trained once, granting it an additional skill proficiency and manoeuvre on a success. The **DC** for the Wisdom (Animal Handling) check you must make for the second training is 15 plus the Steed's Challenge Rating.

Solar Savvy

General Feat (Prerequisite: Level 4+)

Your eyes have adjusted to long days in the desert sun, turning its blindingly bright light into an advantage rather than a setback. You gain the following benefits.

Ability Score Increase. Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

Unblinking. You have **Advantage** on saving throws to end or avoid being Blinded by spells or effects that produce light.

Sunlit Clarity. While in sunlight, you have **Advantage** on Investigation and Perception checks. Additionally, while in sunlight, visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

Spray 'n' Pray

General Feat (Prerequisite: Level 4+, Proficiency with Reload weapons)

You've learned to unleash the full potential of mechanised ranged weapons, leaving aiming down to lady luck. You gain the following benefits.

Ability Score Improvement. Increase your Dexterity score by 1, to a maximum of 20.

Blast and Slash. When you take the Attack action on your turn and attack with a Melee weapon that lacks the Two-Handed property, you can make one extra attack as a Bonus Action later on the same turn with a different weapon that has the Reload property and lacks the Two-Handed property.

Fan the Hammer. When you take the Attack action on your turn and attack with a weapon that has the Reload property, you can make one or two extra attacks as a Bonus Action later on the same turn. If you choose to make two attacks, you have a **–5 penalty** to both attack rolls. You don't add your ability modifier to the extra attack's damage unless that modifier is negative

Firing in Melee. Being within **5 feet** of an enemy doesn't impose Disadvantage on your attack rolls with Ranged weapons.

Quick Reload. You can reload a weapon with the Reload property as an action or Bonus Action.

Timestream Swimmer

General Feat (Prerequisite: Level 4+)

You swim up and down the river of time, embodying different versions of yourself to suit your whims. You gain the following benefits.

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Alternate Evolution. You always have the *Alter Self* spell prepared. You can cast it once without expending a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have. Constitution is your spellcasting ability for this spell.

More Than Just a Number. As a Bonus Action, you can become a younger or older version of your adult self, granting the corresponding benefits below for **10 minutes**. Once you alter your age with this feat, you can't do so again until you finish a Long Rest. The versions are listed here:

Younger Self. The vigour of youth flows through you. You have **Advantage** on ability checks and saving throws that use Strength or Constitution.

Older Self. Good sense and experience follow your decisions. You have **Advantage** on ability checks and saving throws that use Intelligence or Wisdom.

Timewarped

General Feat (Prerequisite: Level 4+)

Time travel leaves its mark on more than just the monsters and world around you, and you've learned how to channel the power of paradoxes in useful ways. You gain the following benefits.

Ageless. You can't be aged magically, and you cease visibly aging.

Initiative Swap. Immediately after you roll Initiative, you can take a Reaction to swap your Initiative count with the Initiative count of one ally within **30 feet** of you in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

Paradox Synchronicity. When a card is drawn from the Paradox Deck for its Creature Warp effect, you can have the effect apply to you as well until the next Initiative count 20. If the effect on you refers to the creature's CR, it uses your level instead, and if it refers to the GM, it uses you instead.

Once you use this benefit, you can't use it again until you finish a Short or Long Rest.

Witness to Judgement

General Feat (Prerequisite: Level 4+, Have Died)

You died, but escaped the eyes of the gods of judgement before they could assign you an afterlife. Your soul, marked by what it has seen, fights to hide its sinful nature. You gain the following benefits.

Ability Score Increase. Increase your Constitution or Wisdom score by 1, to a maximum of 20.

Afterlife Inoculation. You have **Resistance** to Necrotic or Radiant damage (your choice when you gain this feat).

Flee Fate. You can cast the *Arcanist's Magic Aura* spell without expending a spell slot, but can target only yourself when you do so. The spell's spellcasting ability is the ability increased by this feat.

Kindred Spirits. You can cast the *Speak With Dead* spell once without expending a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. When you cast the spell in this way, the corpse's animating spirit recognises you as a peer and doesn't lie to you. The spell's spellcasting ability is the ability increased by this feat.

Species Feats

These feats are presented in alphabetical order.

Cursed Body

Species Feat (Prerequisite: Level 8+, Desiccated)

You discover a deep-rooted curse within your undead flesh. Your weapons are imbued with the power to rend through your enemies' souls, and creatures you touch are subject to the ancient magic in your bones. You gain the following benefits.

Otherworldly Strikes. Your strikes defy defenses both natural and magical. Attacks with weapons and Unarmed Strikes you make ignore Resistance to damage.

Mummy's Curse. You always have the *Bestow Curse* spell prepared. You can cast it once without a spell slot, and regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any level 3+ spell slots you have. Intelligence, Wisdom, or Charisma is your spellcasting ability when you cast the spell with this feat (choose when you select this feat).

Hop On, Hop Off

Species Feat (Prerequisite: Level 4+, Caellipsid Entomorph)

You have perfected your jump. You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Strong Leap. As a Bonus Action, you can jump up to **30 feet** without spending any movement or provoking Opportunity Attacks. If you have at least two free hands when you use this Bonus Action, you can carry one willing creature that is the same size as you or smaller that is within your reach when you jump.

Legacy of the Rocborn

Species Feat (Prerequisite: Level 4+, Strength 13+, Rocborn)

Few rocborn can summon the strength to truly fly, yet you possess the might to do so. You gain the following benefits.

Ability Score Increase. Increase your Strength score by 1, to a maximum of 20.

Rocmother's Wings. As a Bonus Action, you can unfurl wings like those of your ancestors. The wings last for **1 minute** or until you dismiss them (no action required). For the duration, you have a Fly Speed equal to your Speed, and your movement doesn't provoke Opportunity Attacks.

Once you use this Bonus Action, you can't do so again until you finish a Long Rest.

Mixed Heritage

Species Feat (Prerequisite: Level 4+, Dji)

Your jinn forebear was a combination of several different aspects, and a second one of those has begun to manifest within you. You gain the following benefits.

Ability Score Increase. Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.

Secondary Aspect. Choose another aspect from any of the Dji lineages. You learn the spells corresponding to that aspect at the levels indicated on the table. You always have those spells prepared and can cast each one once without a spell slot, regaining the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level. Spells cast in this way don't require Material components. Your spellcasting ability for them is the same used to cast the spells from your original Dji lineage.

Mutable Ambassador

Species Feat (Prerequisite: Level 4+, Scorpid)

You chose to master the complicated, agonising process of alchemically changing your body after metamorphosis, allowing you to act as an ambassador between different scorpid lineages. You gain the following benefits.

Ability Score Increase. Increase your Constitution, Wisdom, or Charisma score by 1, to a maximum of 20.

Out of Your Shell. As an action, you can initiate a painful metamorphosis, causing yourself to become **Incapacitated** for **24 hours**. The state ends early if you take damage or choose to end it (no action required). If you remain in this state for its full duration, you choose a different Scorpid lineage and emerge from your torpor as a member of that lineage. Your lineage's physical attributes (such as height and weight) and special traits are replaced by the physical attributes and special traits of the new lineage.

Solidarity. You have **Advantage** on Insight and Persuasion checks to interact with other Scorpid of the same lineage as you.

Needlemaster

Species Feat (Prerequisite: Level 4+, Cactar)

Through training and constant exposure to combat, your spines have become stiffer, sharper, and denser. By brandishing them in the right way, you can puncture deeper and leave irritants in the bodies of your attackers. You gain the following benefits.

Ability Score Increase. Increase your **Constitution score** by 1, to a maximum of 20.

Sharper Spines. The damage die of your Sharpened Spines trait becomes a **d6**.

Noxious Needles. When a creature takes damage from your Sharpened Spines trait, it is **Poisoned** until the end of your next turn.

Prized Possession

Origin Feat (Prerequisite: Dessicated)

The precious treasure of a dessicated, no matter how mundane in nature, can carry powerful magic. While most dessicated guard their treasures closely, you can exploit that bond at the detriment of your foes. You gain the following benefits.

A Worthy Prize. When you take this feat, designate a Tiny object within your reach to be your prized possession. You know the distance and direction to your prized possession while the two of you are on the same plane of existence. As a Magic action, you can see and hear as though you were in your prized possession's space. You return to your normal senses after **1 minute**, or when you choose to do so (no action required). You can take this action a number of times equal to your Proficiency Bonus, regaining all expended uses when you finish a Long Rest. If your prized possession is lost or destroyed, you can perform a 1-hour ritual to designate a new Tiny object within your reach as your prized possession.

Obsession. A creature that touches your prized possession must succeed on a **Wisdom saving throw** (DC is equal to 8 plus your Proficiency Bonus and Wisdom modifier) or become cursed. When a creature you can see makes this saving throw, you can choose for it to automatically succeed on it, and a creature that succeeds on the saving throw has **immunity** to this effect for **24 hours**. While cursed in this way, a creature refuses to part with your prized possession and has **Disadvantage** on Perception and Insight checks. If another creature takes the prized possession, a cursed creature becomes Hostile to that creature and has **Disadvantage** on attack rolls made against creatures other than the one holding the prized possession. The curse can affect a number of creatures equal to your Proficiency Bonus. If another creature being cursed would exceed this limit, the curse breaks on the creature that has been cursed the longest. The curse breaks if the cursed creature goes **24 hours** without seeing or touching the prized possession. A *Remove Curse* spell also ends this effect.

Roly-Poly Bowling

Species Feat (Prerequisite: Level 4+, Scarabid Entomorph)

You have mastered the subtle art of bowling yourself into your enemies. You gain the following benefits.

Ability Score Increase. Increase your Dexterity score by 1, to a maximum of 20.

Rolling Start. When you take the Dash action, you can roll into a ball as per your Roly-Poly trait.

Strike in One. When you use Rolling Start, if you move at least **15 feet** in a straight line towards a target, you can make an Unarmed Strike against that target as part of that action. On a hit, the attack deals **1d6** Bludgeoning damage for every **15 feet** you moved in a straight line since rolling into a ball, up to a maximum number of d6s equal to your Strength modifier (minimum 1d6). You add your ability modifier to the result.

Secondary Metamorphosis

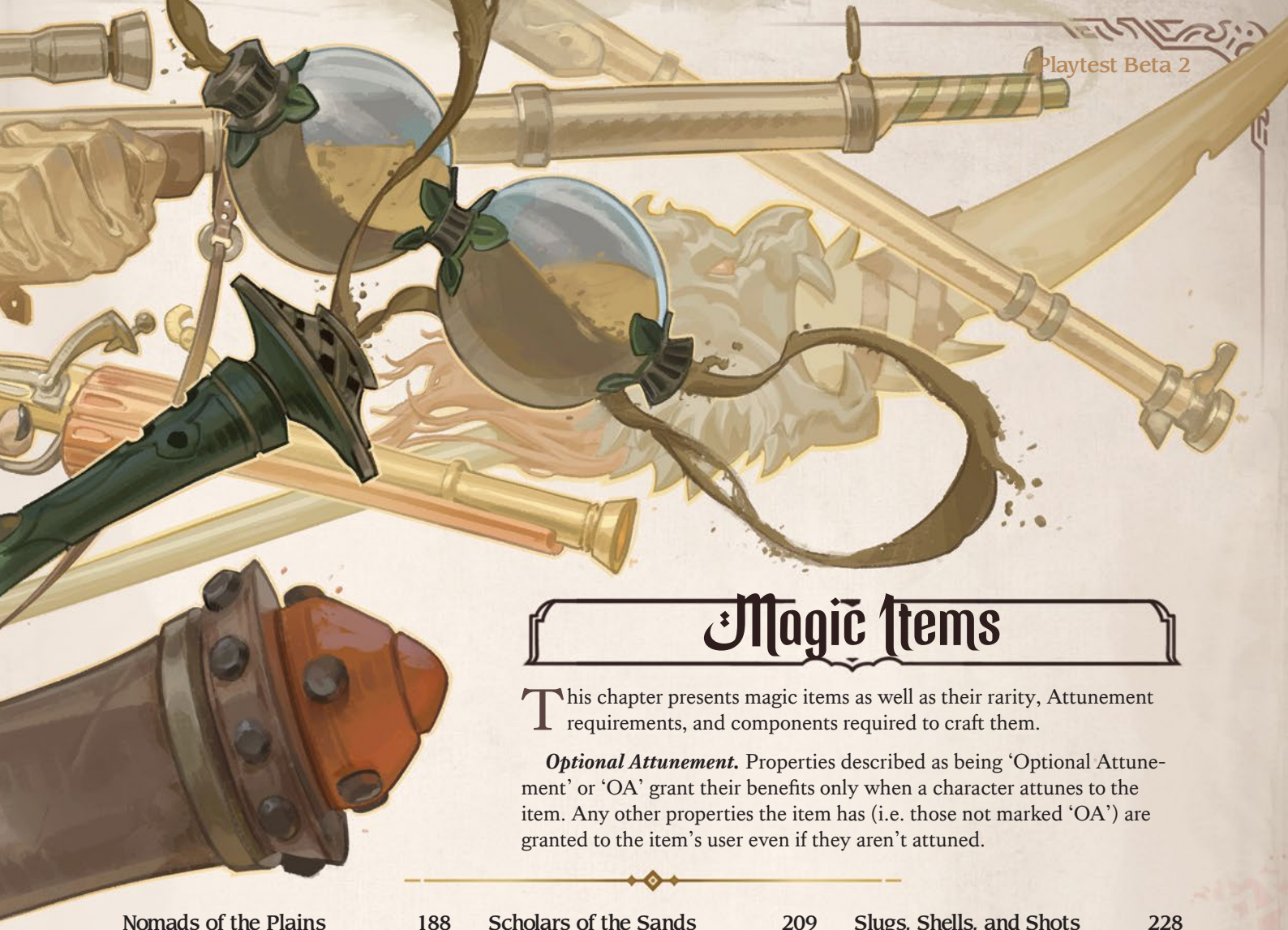
Species Feat (Prerequisite: Level 4+, Scorpid)

You are one of the few scorpids that undergo a second metamorphosis in life, causing you to rapidly evolve. You gain the following benefits.

Ability Score Increase. Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.

Sickening Stinger. The Poison damage of your Stinger trait increases to **1d12**. In addition, when a creature takes Poison damage from your Stinger trait, that creature must succeed on a **Constitution saving throw** (DC 8 plus your Constitution modifier and Proficiency Bonus) or be **Poisoned** for **1 minute**. At the end of each of the Poisoned creature's turns, the creature repeats the save, ending the effect on itself on a success.

CHAPTER 9
MAGIC ITEMS



Magic Items

This chapter presents magic items as well as their rarity, Attunement requirements, and components required to craft them.

Optional Attunement. Properties described as being 'Optional Attunement' or 'OA' grant their benefits only when a character attunes to the item. Any other properties the item has (i.e. those not marked 'OA') are granted to the item's user even if they aren't attuned.

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Ognjen Spodrin

Magic Item Descriptions

The magic items in this chapter are organised into six categories, each reflecting an aspect of their use, theme, or cultural inspiration.

Nomads of the Plains

These magic items are presented in alphabetical order.

Crosscurrent

Weapon (Any Sword), Rare
Component: Elemental Volatile Mote of Water

Crosscurrent

> *"You're telling me a lady rose from an oasis and gave you this sword? I don't think strange women lying in ponds are a responsible way to distribute weaponry."*
>
> *—Dennis, Concerned Commoner*

This item has **3 charges** and regains **all** expended charges daily at dawn.

Motion of the Ocean. Nonmagical flames that come into contact with this weapon are instantly extinguished. Additionally, attacks made with this weapon don't have Disadvantage as a result of being underwater.

Ride the Wave. While you're mounted, this weapon's reach is increased by **5 feet**.

Flooding Flourish. As a Bonus Action while holding this weapon, you can expend **1 charge** to send forth a violent deluge. Each creature within a **30-foot Cone** originating from you must make a **DC 15 Dexterity saving throw**. On a failure, a creature takes **1d6** Bludgeoning damage, is pushed **5 feet** away from you, and is knocked **Prone**. On a success, a creature takes half as much damage only.

Very Rare variant: Increase the **DC** to **16**, the damage to **2d6**, the distance a creature is pushed to **10 feet**, and the reach increase to **10 feet**.

Implements of Twilight

Item Set. While attuned to both *Daybreak* and *Eventide*, you can use charges from either item to fuel the other's properties, and each item gains an additional property:

> ***Glorious Sunrise (Daybreak).*** When you draw *Eventide* from *Daybreak* and use *Daybreak*'s Horizon's Edge property, *Eventide*'s blade emits a flash of blinding light. Creatures within **20 feet** of you must succeed on a **DC 15 Constitution saving throw** or be **Blinded** and unable to benefit from the Invisible condition until the end of their next turn.

> ***Green Flash (Eventide).*** When you stow *Eventide* in *Daybreak* while *Eventide*'s Banish the Darkness property is active, you can expend **1 charge** (no action required) to cause a green flash to briefly burst from the inside of *Daybreak*. You and each creature of your choice within **20 feet** of you gain **2d6** Temporary Hit Points.

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Daybreak

Wondrous Item, Rare (Requires Attunement)
Component: Celestial Soul

Weapons sheathed in this item are imbued with radiant energy, causing them to emit displays of light like flares dancing across the surface of the sun. This light grows hotter and brighter when near its counterpart, *Eventide*.

This sheath can be used to store a Dagger, Rapier, Scimitar, or Shortsword. It has **4 charges** and regains **all** expended charges daily at dawn.

Bend Light. While holding the empty sheath, you can take a Bonus Action to cause a blade of light to erupt from within it, turning the item into a Dagger, Rapier, Scimitar, or Shortsword (your choice). This weapon deals Radiant damage instead of its normal damage type, sheds Bright Light in a **10-foot radius** and Dim Light for an additional **10 feet**, and lasts until you let go of the sheath, sheathe a weapon in it, or take a Bonus Action to dissipate the blade.

Horizon's Edge. When you unsheathe a weapon from this item, you can expend **1 charge** (no action required) to imbue it with solar energy for **1 minute** or until you sheathe it again. For the duration, the weapon sheds Bright Light in a **10-foot radius** and Dim Light for an additional **10 feet**, its reach increases by **5 feet**, and attacks made with it against creatures within the Bright Light deal an extra **1d6** Radiant damage on a hit.

Very Rare variant: Increase the damage to **2d6**.

Legendary variant: Increase the damage to **2d8**.

Eventide

Weapon (Dagger), Rare (Enhanced Attunement)
Component: Celestial Heart

The blade of this ornate dagger is fashioned from pure moonlight. When swung, it produces an ethereal, reverberating tone, like a bow gliding across a violin. It thrums softly when in the vicinity of its counterpart, *Daybreak*.

This item has **4 charges** and regains **all** expended charges daily at dawn. It deals Radiant damage instead of its normal damage type, and immediately after you hit or miss with a ranged attack using it, it flies back to your hand.

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Banish the Darkness. As a Bonus Action while holding this dagger, you can expend **1 charge** to wrap this weapon in a veil of moonlight, causing it to shed Bright Light in a **5-foot radius** and Dim Light for an additional **5 feet** for **1 minute** or until you stow the weapon. If any light shed from this weapon overlaps with an area of darkness or an illusion created by a spell of level 2 or lower, that spell is dispelled.

Dance of Dusk. When you hit a creature within the dagger's normal range with a ranged attack using the dagger, you can expend **1 charge** to try to displace it. The target must make a **DC 15 Constitution saving throw**. On a failed save, you and the target teleport to each other's spaces.

Very Rare variant: Increase the **DC** to **16**. You gain a **+2 bonus** to attack rolls and damage rolls made using this magic weapon. You can use the Dance of Dusk property on a target within the dagger's long range, but it makes the saving throw with **Advantage**.

Legendary variant: Increase the **DC** to **17**. You gain a **+3 bonus** to attack rolls and damage rolls made using this magic weapon. You can use the Dance of Dusk property on a target within the dagger's long range.

Last Roar

Weapon (Any Melee), Rare (Optional Attunement by a Barbarian or Fighter)
Component: Beast (Lion) Pelt

The adornments on this weapon honour a species of now-extinct lion, seen as a symbol of courage by a breadth of cultures. Warriors who wish to adorn themselves or their weaponry with its fur are often prepared to pay hefty sums of gold for time-travellers to procure them a pelt, causing it to go extinct earlier and earlier.

Last Stand. When you are reduced to 0 Hit Points but not killed outright while holding this weapon, you can take a Reaction before you fall Unconscious to drop to **1** Hit Point instead and emit a powerful roar. Each hostile creature within **30 feet** of you must succeed on a **DC 15 Wisdom saving throw** or become **Frightened** of you for **1 minute**. You gain **1d12** Temporary Hit Points for each creature that fails its saving throw against this effect. A Frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this property is used, it can't be used again until the next dawn.

Optional Attunement. If you are a Barbarian or Fighter, you can choose to attune to this item, and you can use the Rage Against The Dying property (if you're a Barbarian) or the Rally Before Death property (if you're a Fighter) while you remain attuned to it.

> ***OA: Rage Against The Dying (Barbarian).*** When you use the Last Stand property, you immediately enter a Rage without expending one of its uses if you aren't already Raging. Additionally, your Rage Damage bonus is tripled until the end of your next turn.

> ***OA: Rally Before Death (Fighter).*** Before the end of your next turn after you use the Last Stand property, you can use your Action Surge feature once without expending one of the feature's uses.

Uncommon variant: Reduce the **DC** to **13**. Creatures that fail their saving throw are **Frightened** until the end of their next turn, and you do not gain Temporary Hit Points from those creatures.

Very Rare variant: Increase the **DC** to **16**, the Temporary Hit Points gained for each creature that fails its saving throw to **2d8**, and you gain a **+1 bonus** to attack and damage rolls made using this magic weapon.

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Last Roar

Rawhide Regalia

Armour (Light or Hide), Uncommon (Optional Attunement)
Component: Beast Pelt

This fanciful costume made of animal hides is a staple of seasonal village festivals, donned to celebrate and imitate the herd animals that sustain the hardy inhabitants of the rugged Timespun Sands. Many an adventurer finds their magical properties quite useful, and their owners are typically happy to loan them out if their quest helps the town—provided, of course, they bring the armour back promptly and in good condition.

Life Among Livestock. You can cast the *Disguise Self* spell to turn yourself into a cow, ignoring the normal size limitations of the spell. Until the spell ends, you can speak with cows as if you were under the effects of the *Speak with Animals* spell. Once this property is used, it can't be used again until the next dawn.

Optional Attunement. While you are attuned to this armour, it gains the Bull Rush property.

> ***OA: Bull Rush.*** If you move at least **15 feet** straight toward a creature and then immediately hit it with a Melee attack with a weapon or Unarmed Strike, you can reroll the attack's damage dice. You must use the new roll.

Uncommon variant, *Sheepskin Suit*. The Life Among Livestock property disguises you as a sheep and works with sheep instead of cows. The armour has the Wool Ward property instead of the Bull Rush property.

> ***OA: Wool Ward.*** You always succeed on saving throws against extreme cold, and whenever you take Bludgeoning or Cold damage, the damage is reduced by **3**.

Uncommon variant, *Goatfur Garb*. The Life Among Livestock property disguises you as a goat and works with goats instead of cows. The armour has the Hoofing It property instead of the Bull Rush property.

> ***OA: Hoofing It.*** You have a Climb Speed equal to your Speed, and can move across vertical surfaces (but not upside down or on ceilings) without using your hands.

Rawhide Regalia

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Robe Remote

Wondrous Item, Uncommon
Component: Phial of Aberration (Spatial Anomaly) Blood

> *"The notion of being in two places at once is simply ridiculous. Being in three places at once is much more efficient."*
>
> *—Heather Thither, Far-Flung Fashionista*

Trilocation Toggery. While wearing these robes, you can take a Magic action to detach one or both of their sleeves. While a sleeve is detached, any limbs that pass through the corresponding shoulder of the robe's body emerge from the shoulder seam of the sleeve. The holes where the wearer's arms or torso would otherwise be appear as entirely smooth, opaque, faintly glowing surfaces. The sleeves remain detached until you reattach them as a Magic action. If a sleeve is ever further away than **1 mile** from the robes' body, or if the shoulder seams of a sleeve or the body are damaged, the item immediately loses its magical properties, and if you were wearing it, the limb inside the sleeve reappears on your body.

In addition to your limbs, you can also pass Tiny objects through the sleeves, although passing items such as a *Bag of Holding*, *Portable Hole*, or similar items instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within **10 feet** of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Robe Remote

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Sisserscarf

Wondrous Item, Rare
Component: Beast (Snake) Poison Gland

Legend tells of an infamous empress who learned of an assassination attempt against her, planned by her two closest advisors. As punishment, she had them transformed into serpents and subsequently skinned. From these skins, the first *Sisserscarf* was fashioned.

Snake Charmer. While wearing this item, you can talk to snakes as per the *Speak with Animals* spell. In addition, *Sisserscarf* can cast *Protection from Poison* on you. *Sisserscarf* decides when to cast the spell, and your eyes appear as a snake's for the spell's duration. Once *Sisserscarf* has cast the spell, it can't do so again until the next dawn.

Constrict. When you hit a creature within **15 feet** of you with an attack while wearing *Sisserscarf*, you can use a Bonus Action to command it to wrap itself around the creature, which must succeed on a **DC 15 Strength saving throw** or be **Restrained** for **1 minute** or until you recall *Sisserscarf* (no action required). While a creature is Restrained in this way, *Sisserscarf* isn't on your person, and you can use a Bonus Action to deal **2d6** Poison and **2d6** Bludgeoning damage to the creature. A creature can use its action to make a **DC 15 Strength (Athletics)** check, freeing itself on a success. Once this property has been used, it can't be used again until the next dawn.

Sentience. *Sisserscarf* is a sentient Chaotic Neutral item with an Intelligence of **14**, a Wisdom of **10**, and a Charisma of **18**. It has hearing and Darkvision with a range of **120 feet**. The item speaks Common and vocally communicates with its wearer. Its voice is slithery and hoarse, and the item alternates which of its heads is talking mid-sentence. To all creatures other than its wearer, its speech sounds like a series of unintelligible hisses.

Personality. *Sisserscarf* speaks with a pronounced hiss, voicing its internal dialogue out loud. The item will offer advice—often without being asked to do so—to its wearer, and frequently engages in gossip about the wearer's close friends and loved ones.

Very Rare variant: Increase the **DCs** to **16** and the Poison and Bludgeoning damage to **2d12** each. *Sisserscarf* can choose to cast *Polymorph* instead of *Protection From Poison* on you with the Snake Charmer property, but only to transform you into a Giant Constrictor Snake. *Sisserscarf* maintains Concentration on the spell for you.

Sisserscarf

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Tealemental Kettle

Wondrous Item, Very Rare
Component: Elemental (Jinn) Volatile Mote of Water

An elemental spirit has made its home inside this ornate kettle, causing it to always be warm to the touch. Popular belief has it that when the kettle passes to a new owner, they should give the spirit inside a name and regularly refresh its water—lest their cups of tea be of poor taste for the next seven years.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn. When first obtained, the kettle contains a variety of tea chosen by the GM or determined randomly.

Prepare Cuppa. You can spend **10 minutes** performing a ritual to change the effect of the tea poured by this item to a different effect listed in the Tealemental Kettle Varieties table. Once this property has been used, it can't be used again until the next dawn.

Pour Cuppa. As a Magic action while holding this item, you can expend **1 charge** to pour a cup of tea and hand it to a creature within reach. A creature holding the tea can use a Bonus Action to drink it, gaining benefits depending on the type of tea it drank for **1 minute**. A poured cup of tea loses its potency if it isn't drunk within **10 minutes**.

Summon Cuppa. As a Magic action while holding this item, you can call forth the spirit housed within it, which manifests in an unoccupied space that you can see within **10 feet** of you and uses the **Water Elemental** stat block, gaining an additional benefit depending on the type of tea chosen. The creature returns to its kettle when you lose Concentration (as if you were concentrating on a spell), when it drops to 0 Hit Points, or after **1 minute**. Once this property has been used, it can't be used again until the next dawn.

The elemental is an ally to you and your allies. In combat, it shares your Initiative count but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Rare variant: Reduce the charges to **4**, the recharge to **1d4**, and the DC to **15**. The Summon Cuppa property summons a **Moontide*** instead of a Water Elemental.

*See Chapter 11: Bestiary

Tealemental Kettle Varieties

1d4	Pour Cuppa Effect	Summon Cuppa Effect
Anise	You gain **1d8** Temporary Hit Points when you drink the tea, as well as at the start of each of your turns.	The elemental is summoned with **15** Temporary Hit Points.
Black	You can take a Reaction when you take Acid, Cold, Fire, Poison, or Necrotic damage to gain **Resistance** to the triggering damage type against that instance of damage.	The elemental can take a Reaction when it takes Bludgeoning, Piercing, or Slashing damage to gain **Resistance** to the triggering damage type against that instance of damage.
Cardamom	You gain **Advantage** on the first D20 Test you make on each of your turns.	The elemental gains a **+2 bonus** to its AC.
Hibiscus	Your Speed increases by **10 feet**.	The elemental gains a Fly Speed of **30 feet** and can hover. Additionally, it doesn't provoke Opportunity Attacks when it flies out of an enemy's reach.
Mint	As part of the same Bonus Action taken to drink the tea, and as a Bonus Action on subsequent turns, you can exhale a blast of chilling air in a **15-foot Cone**. Each creature in that area must succeed on a **DC 16 Dexterity saving throw** or take **2d6** Cold damage.	Creatures within **5 feet** of the elemental that hit it with a melee attack take **1d6** Cold damage.
Sage	You roll an additional damage die for the first weapon attack you hit with on each of your turns.	The damage dice of the elemental's Slam attack become **d10s**.

The Twin Snakes

Ring, Very Rare (Requires Attunement)
Component: Fey Brain

The simpering voices inside these rings give wise counsel to their wearer. The ivory serpent advocates empathy and adaptability as flexible as their animated, slithering forms, while her ebony brother urges ruthless pragmatism as cold as the metal that makes them.

These two rings count as a single magic item with regard to the number of magic items to which you can attune.

Extra Eyes. While wearing these rings, you have **Advantage** on Insight and Perception checks.

Delicate Touch. While attuned to these rings, you can use them to cast the *Contagion* and *Greater Restoration* spells (SAVE DC 16). Once a spell is cast using the rings, that spell can't be cast using them again until the next dawn.

Sentience. The *Twin Snakes* are a pair of sentient items of Chaotic Good (white snake) and Chaotic Evil (black snake) alignments, each with an Intelligence of 13, a Wisdom of 12, and a Charisma of 14. They have hearing and Darkvision with a range of **30 feet**. They speak Common and can communicate with their wearer telepathically. While you are attuned to the *Twin Snakes*, they also understand every language you know.

Personality. The subservient serpents don't speak unless spoken to, though they are both erudite, opinionated, and eager to offer their input. The white ring's tone, vocabulary, and advice are gentle, encouraging mercy and charity. The black ring instead encourages the simplest and most direct solution to problems, no matter how unethical.

Uncommon variant: The Extra Eyes property doesn't grant Advantage on Insight checks. The Delicate Touch property instead grants the *Lesser Restoration* and *Ray of Sickness* spells. *Ray of Sickness* has a range of Touch and requires a melee spell attack (+5 to hit) instead of a ranged spell attack.

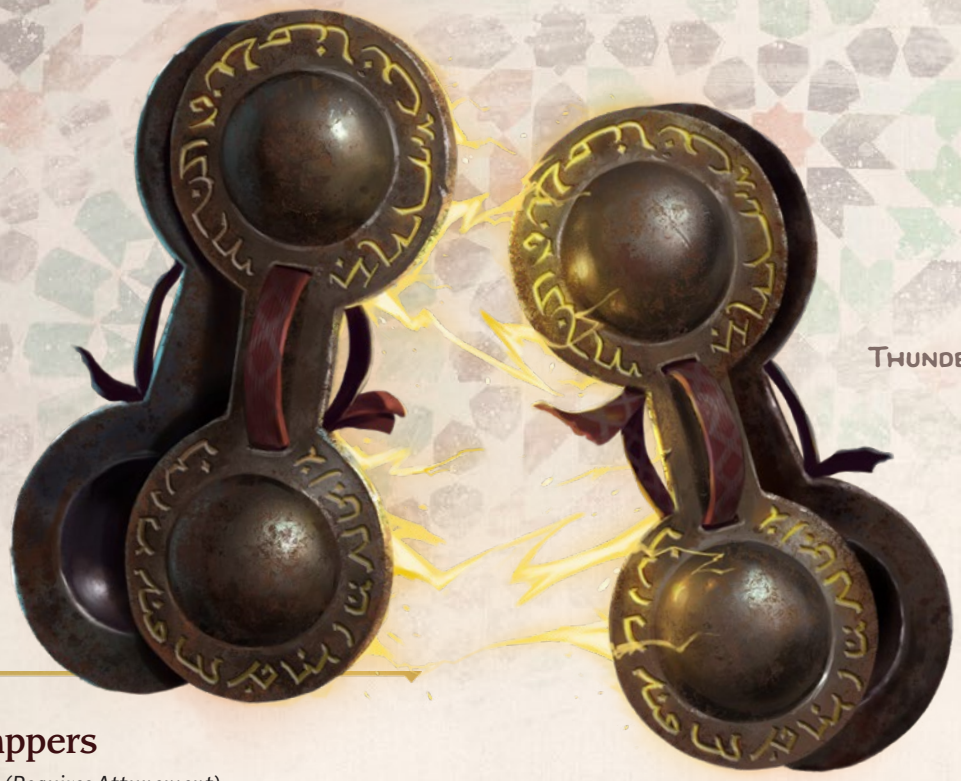
Legendary variant: Increase the DC to 17. The Delicate Touch property's spells can be cast three times each, instead of once.

The Twin Snakes

Michelle Mueller

Tealemental Kettle

Beta 2.0
Playtest



Thunder Clappers

Thunder Clappers

Wondrous Item, Rare (Requires Attunement)
Component: Elemental Core of Air

Cast from veins of ore struck by lightning, the sharp tones of these metal castanets imitate the hiss of approaching rain, the whistling of faraway winds, and the rumbles of distant thunder. A single pair buzzes with electricity, but it's common for musical groups to combine their sound with drums and wind instruments to turn the soft crackle of lightning into a thunderous elemental chorus.

This item is a Musical Instrument.

Song of Storms. While holding this item, you can take a Bonus Action to clash its two halves together. When you do, choose one of the following effects, targeting one creature within **30 feet** of you that can hear you:

Lightning Lash. The target must succeed on a **DC 15 Dexterity saving throw** or take **6d6** Lightning damage.

Refreshing Rain. The target gains **20** Temporary Hit Points.

Rushing Wind. Unless its Speed is 0, the target moves up to **30 feet** in any direction of its choice without provoking Opportunity Attacks, and its Speed is increased by **10 feet** until the end of its next turn.

This property can be used three times, regaining all expended uses daily at dawn.

Stormsong Swell. Once before the start of your next turn after you use the Song of Storms property, one ally within **60 feet** of you can use its Bonus Action to play a Musical Instrument it's holding, joining your song. That ally produces one of the effects of the Song of Storms property, other than the one you chose.

Legendary variant: Increase the distance a target of Rushing Wind can move to **45 feet**, the Speed increase to **30 feet**, the Temporary Hit Points to **35**, the **DC** to **17**, and the damage to **8d6**.

Water-Porter Wear

Armour (Any Light or Hide), Rare (Requires Attunement)
Component: Elemental Volatile Mote of Water

The brass bells and trinkets bound to this vividly coloured armour are a welcome omen to the desperately dehydrated inhabitants of desert towns. Any summoned by the bells who come with empty cups can have themselves a cool, refreshing drink, granted by the generous water elemental that lives inside the cauldron. And those who bring a full wallet to grease the playful spirit's proverbial palm often walk away with far more—though it might not be quite what they wanted.

Come and Drink. While wearing this armour, you can take a Magic action to command the cauldron to fill with 10 gallons of fresh water. The water is clean, safe to drink, and unremarkable unless you place at least 5 GP into the bottom of the cauldron as part of the action. If you do, the money disappears and the water gains special properties; the first creature to drink it within **10 minutes** rolls on the Come and Drink table to determine the effect that it gains. If the effect requires a saving throw, the **save DC** is **15**.

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Whether you pay the water elemental or not, this property can be used three times, regaining all expended uses daily at dawn.

Come and Drink

1d6	Effect
1	The water is full of enriching minerals. You gain **2d4 + 4** Temporary Hit Points.
2	The water is harmless but boiling hot, and continues to bubble in your stomach for **1 hour**. During this time, you can cast the *Burning Hands* spell once.
3	The water instantly simmers into steam that is inhaled instead of drunk, forming a writhing column that lingers around you for **1 hour**. During this time, you can cast the *Blur* spell once, after which the haze disappears.
4	The water is filled with herbs that make it an energising, if bitter, brew. Your Speed increases by **10 feet** for **1 hour**.
5	The water is icy cold. You have **Resistance** to Fire damage for the next **8 hours**.
6	Choose the water's effect from the other options on this table, or that the water has no effect beyond being clean and drinkable.

Common variant: The Come and Drink produces water only if you pay its cost, and doing so only grants clean, drinkable water with no special effect.

Very Rare variant: Increase the DC to 16. When a creature would roll on the Come and Drink table, it can choose to roll on the Drink Deep table instead.

Drink Deep

1d6	Effect
1	The water is rich in invigorating vitamins. You regain **1** Hit Point at the start of each of your turns for **1 hour**.
2	The water is harmless but boiling hot and feels like it might explode inside your stomach for **1 hour**. During this time, you can cast the *Fireball* spell once.
3	The water instantly evaporates into a mirage that is inhaled instead of drunk, causing you to appear to flicker in and out of reality for **1 hour**. During this time, you can cast the *Blink* spell once.
4	The water vibrates and ripples.. Within **1 hour** of drinking it, you can cast the *Haste* spell once.
5	The water elemental emerges from the cauldron. You instantly cast *Conjure Elemental*, conjuring a water elemental.
6	Choose the water's effect from the Come and Drink table or the other options on this table, or that the water has no effect beyond being clean and drinkable.

Water-Porter Wear

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Windveil

Wondrous Item, Legendary (Requires Attunement)
Component: Elemental (Breeze) Volatile Mote of Air

Woven from wisps of wind harvested from wind jinn, these robes are always cool and damp to the touch, making them a coveted piece of outerwear among the nomadic peoples of the Timespun Sands.

Mystic Winds. While wearing these robes, you can cast *Misty Step* and *Gust of Wind* (**save DC 17**) without requiring any spell components. Once this property has been used twice, it can't be used again until the next dawn.

Fleet of Foot. While wearing these robes, your Speed increases by **15 feet**.

Any Way the Wind Blows. When you're hit by an attack while wearing these robes, you take a Reaction to roll **1d4** and consult the Wind Direction table. You immediately move up to **5 feet** in the direction determined by the table without provoking Opportunity Attacks. If this movement would cause you to leave the attacking creature's reach, the attack misses.

Wind Direction

1d4	Direction	1d4	Direction
1	North	3	South
2	West	4	East

Very Rare variant: Reduce the Speed increase to **10 feet** and the **DC** to **16**. Once the Mystic Winds property has been used, it can't be used again until the next dawn.

Windveil

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Gilded Mantle

Rulers of the Dunes

These magic items are presented in alphabetical order.

Gilded Mantle

Wondrous Item, Uncommon
Component: Pouch of Celestial Feathers

The magic inherent in these wings keeps them light as a feather and as strong as steel, but saying they allow you to fly is a bit of an overstatement. It's more like falling with style.

This cape has **3 charges** and regains **1d3** expended charges daily at dawn.

Falcon's Glide. When you fall, you can take a Reaction to expend **1 charge** and extend your wings for **1 minute**. While your wings are extended, you take no damage from falling, and you can move 2 feet horizontally for every 1 foot you fall, up to a maximum distance equal to your Speed.

Wingblades. When you activate this cape's Falcon's Glide property, you can expend **1 charge** to sharpen the feathers of the wings into blades until the end of your next turn. Until then, whenever you move within **5 feet** of a creature while gliding, it makes a **DC 13 Dexterity saving throw**, taking **2d8** Slashing damage on a failed save, or half as much damage on a successful one.

Rare variant: Increase the charges to **4**, the recharge to **1d4**, the **DC** to **15**, and the damage of the Wingblades property to **3d8**. Gliding with the Falcon's Glide property doesn't provoke Opportunity Attacks.

Very Rare variant: Increase the charges to **4**, the recharge to **1d4**, the **DC** to **16**, and the damage of the Wingblades property to **3d8**. Gliding with the Falcon's Glide property doesn't provoke Opportunity Attacks. You gain a **+1 bonus** to Armor Class while wearing this cape.

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Jars of Canopic Rebirth

Wondrous Item, Rarity Varies (Requires Attunement)
Component: Construct (Grief Jinn) Stone

It's common knowledge that true power comes from within. Well, why not take what's within and store it safely in a nice clay jar? You're not really using all those internal organs anyway, right?

When you attune to a *Jar of Canopic Rebirth*, one of your internal organs (determined by the jar's type) magically disappears from your body and appears in the jar. You suffer no adverse effects from this while you remain attuned to the jar, and your body continues to function normally. While your organ is in the jar, you receive a benefit depending on the type of jar. Being more than **100 feet** away from the jar for **24 hours** doesn't end your Attunement to it, and ending your Attunement to the jar doesn't return the organ to your body. You can't be attuned to more than one *Jar of Canopic Rebirth* at the same time.

If you die while attuned to a *Jar of Canopic Rebirth*, the jar immediately shatters and is destroyed, leaving the organ inside it behind. Over the course of **1 hour**, your body reforms around the organ, resurrecting you with all of your Hit Points. If the organ is destroyed during this process, the resurrection doesn't occur.

Baboon Jar*, *Rare. This jar holds your lungs. While attuned to it, you can breathe in any environment, and you have **Advantage** on saving throws made against harmful gases and vapours.

Crocodile Jar*, *Very Rare. This jar holds your kidneys. While attuned to it, you have **Resistance** to Poison damage and **Advantage** on saving throws against being Poisoned.

Falcon Jar*, *Legendary. This jar holds your brain. While attuned to it, you have **Advantage** on Intelligence, Wisdom, and Charisma saving throws.

Human Jar*, *Rare. This jar holds your heart. While attuned to it, you have **Advantage** on saving throws against being Charmed or Frightened.

Jackal Jar*, *Very Rare. This jar holds your stomach. While attuned to it, you don't need to eat or drink, and you have **Advantage** on saving throws made as a result of ingesting something.

Jars of Canopic Rebirth

Benedetta Abbate

Lifepoint

Weapon (Arrow), Legendary
Component: Celestial Heart

Blazing with the energy of the Upper Planes, these arrows were devised by the gods themselves to free fallen acolytes from the clutches of wicked necromancers. Their power over life and undeath has inspired many cultures to adopt the unorthodox design of the arrowhead as a symbol of rebirth.

Antithesis of Unlife. An Undead hit with an attack using this arrow makes a **DC 17 Constitution saving throw**. The target takes an extra **8d6** Radiant damage on a failed save, or half as much damage on a successful one. The arrow is then destroyed.

Light of Life. When the arrow is destroyed, an explosion of light erupts from it, and each Undead within **30 feet** of it must succeed on a **DC 17 Wisdom saving throw** or be **Blinded** and **Frightened** of you until the end of its next turn.

Symbol of Rebirth. An Undead that fails the saving throws against both the Antithesis of Unlife and Light of Life properties is instantly killed and its corpse is subjected to the *Resurrection* spell, ignoring the spell's normal restriction on creatures that were Undead when they died. An Undead can choose to fail these saving throws even if it's being controlled by another creature.

Very Rare variant: Reduce the **DCs** to **16** and the damage to **6d6**. The Light of Life property does not inflict the Blinded condition.

Ptav's Venomous Pair

Weapon (Scimitar), Rare
Component: Beast Poison Gland

The original name of these weapons was "*Ptav's Poisonous Pair*," but Ptav got so sick of people correcting him that he decided to change it. It was easier than stabbing everyone who tried to explain the differences between poison and venom.

These two Scimitars, one bearing the semblance of a viper and the other a scorpion, have **5 charges** and regain **1d4 + 1** expended charges daily at dawn.

Envenomed Edge. Whenever you deal damage to a creature with a melee attack using one of these Scimitars, you can expend **1 charge** to inject venom into it. The target must succeed on a **DC 15 Constitution saving throw** or be **Poisoned** until the end of its next turn.

Set the Slash. Whenever you hit a Poisoned creature with a melee attack using the viper blade, the target is **Blinded** until the end of its next turn as venom covers its eyes. Whenever you hit a Poisoned creature with a melee attack using the scorpion blade, the target is **Restrained** until the end of its next turn as the venom stiffens and locks its muscles.

Lifepoint

Michelle Mueller

Uncommon variant: Reduce the charges to **2**, the recharge to **1d2**, and the **DC** to **13**.

Very Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, and the **DC** to **16**. A creature that fails its save against the Envenomed Edge property also takes **1d12** Poison damage.

Radiate Crown

Wondrous Item, Rare
Component: Celestial (Solar) Soul

You've seen the world kneel before the might of the elements. You've seen the unholy potential of vile necromancy. You've seen the chaotic energy of raw magic. Yet all of those pale in comparison to this: the power of the sun... on the top of your head.

As a Magic action or Bonus Action while wearing this crown, you can cause the orb of flame atop the crown to shed Bright Light in a **15-foot radius** and Dim Light for an additional **15 feet**, or to extinguish the light. The flame is extinguished if you remove the crown.

Deadly Laser. As a Bonus Action while wearing the crown with the flame ignited, you can cause a powerful beam of energy to emit from it at a point on the ground within **30 feet** of you. You can then move that beam up to **20 feet** along the ground in any direction, after which it fades. Each creature on the ground whose space the beam moves through makes a **DC 15 Dexterity saving throw**. A target takes **4d6** Fire or Radiant damage (your choice when you use this property) on a failed save, or half as much damage on a successful one. Once this property is used, roll **1d6**. On a roll of **1–2**, this property can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to **13** and the damage to **3d6**. The Deadly Laser property takes a Magic action to use instead of a Bonus Action, and it can't be used again until the next dawn if you roll a **1–3** on the d6.

Ptav's Venomous Pair

Radiate Crown

Left: Benedetta Abbate; Right: Martin Kirby-Jackson

Very Rare variant: Increase the DC to **16**, the damage to **5d6**, and the distance the Deadly Laser property's beam can move to **30 feet**. The item has the Flash in the Pan property.

Flash in the Pan. While wearing the crown with the flame ignited, you can cast *Daylight* on it. When you do, the spell's duration is **10 minutes**. Once this property has been used, the crown's flame is extinguished and can't be ignited again until the next dawn.

2014

Radiate Crown

If you are using the 2014 version of the 5e rules, you can use the *Radiate Crown* with the following change.

Modification: Flash in the Pan property
When you cast *Daylight* using the crown, the light it produces is sunlight.

Sand Sovereign's War Plate

Armour (Any Heavy), Rare (Requires Attunement)
Component: Celestial Heart

The commanding presence boasted by the armour of the ancient desert kings can bring even the proudest man to his knees, but its imposing style comes at a steep price. With all those nooks and crannies in the design, it's too easy for the coarse, rough, and irritating sand to get everywhere.

Royal Presence. While wearing this armour, you can cast *Command* from it (save DC 15). A creature that succeeds on the saving throw against the spell is **Immune** to the effects of this property until the next dawn.

Gilded Divinity. As a Magic action while wearing this armour, you can assume a deific state for **1 minute**. When you enter this state, each creature of your choice within **30 feet** of you that can see you must succeed on a **DC 15 Charisma saving throw** or be **Frightened** of you for the duration of your deific state. A creature Frightened in this way takes a **1d4** penalty to its saving throws against the Royal Presence property. Once this property is used, it can't be used again until the next dawn.

Uncommon variant: Reduce the DC to **13** and remove the Gilded Divinity property.

Very Rare variant: Increase the DCs to **16**. You gain a **+1 bonus** to Armour Class while wearing this armour.

Martin Kirby-Jackson

Sand Sovereign's War Plate

Beta 2.0 Playtest

Snapjaw Cleaver

Snapjaw Cleaver

Weapon (Greataxe), Very Rare
Component: Beast (Crocodile) Bone

The jawbone that lines this weapon is a testament to the bravery of the warrior who wields it. For someone to earn the honour of decorating their weapon with crocodile bones, they must first learn the hunting tactics of these ferocious Beasts, then defeat one in single combat.

This weapon has **3 charges** and regains **all** expended charges daily at dawn.

Death Roll. Whenever you hit a creature with a melee attack using this weapon, you can expend **1 charge** and use a command word to cause the jaw to bite down on the target and roll it violently. If the target is Large or smaller, it makes a **DC 16 Strength saving throw**. On a failed save, the target takes **4d8** Bludgeoning damage, is knocked **Prone**, and is **Grappled** (**escape DC 16**). The grapple ends if you let go of this weapon or use it to make an attack against a creature other than the Grappled target.

Ambush Tactics. Attacks you make against Prone creatures using this weapon score a Critical Hit on a roll of **19** or **20** on the d20.

Uncommon variant: Reduce the charges to 2 and the **DCs** to **13**. The Death Roll property deals no damage. Remove the Ambush Tactics property.

Rare variant: Reduce the **DCs** to **15**. The Death Roll property deals no damage.

Soulbinder Shield

Armour (Shield), Very Rare
Component: Undead Undying Heart

Meant to imprison the souls of vicious pharaohs, these accursed relics are indistinguishable from sarcophagi to all but the most learned tomb robbers—until the lid opens.

You gain a **+1 bonus** to AC while wielding this Shield.

Soul Seizure. While wielding this Shield, you can use the ghostly hand extending from it to make an Unarmed Strike. You can only use the Grapple option, and the **DC** for the saving throw and any escape attempts is **16**. Grappling a target with the Shield doesn't require a free hand, and ignores Immunity to the Grappled condition from creatures with the Incorporeal Movement trait. Targets Grappled by the Shield are released if you let go of the Shield.

Spiritual Prison. If a creature Grappled by this Shield dies, you gain Temporary Hit Points equal to the creature's Challenge Rating. The creature's soul does not pass to the appropriate afterlife but is instead sucked into the Shield. Up to **three** souls can be stored in the Shield, and you can take a Magic action to ask a stored soul a single question and receive a brief telepathic answer. You can understand the answer regardless of the language the soul uses. The soul knows only what it knew in life, and

Benedetta Abbate

Soulbinder Shield

it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and may be cryptic or confusing. Afterwards, the soul is freed from the Shield and goes to the afterlife. The Shield contains **1d3 - 1** souls when first found.

Curse. This Shield is cursed, and attuning to it extends the curse to you. As long as you remain cursed, you feel compelled to kill creatures Grappled by you. If a creature Grappled by the Shield escapes or another creature kills it first, you become enraged to the point of violence. In addition, if you die while attuned to this Shield, you can't be returned to life by any means short of a *Wish* or *True Resurrection* spell, as your soul is sucked into the sarcophagus and held prisoner. Others can return you to life by placing the Shield in an area under the Hallowed Ward effect of the *Hallow* spell, casting *Dispel Evil and Good* on it, and casting any spell that raises the dead, targeting the Shield instead of your corpse. If these conditions are met, you and all other souls trapped within the sarcophagus appear in unoccupied spaces within the Hallowed Ward, returned to life with the penalties described in the *Resurrection* spell. 1 **Mummy Lord** and 5 **Mummies** then appear in unoccupied spaces of their choice within **30 feet** of the Shield and attempt to kill you and all other non-Undead creatures they can find.

Rare variant: Remove the AC bonus. Only one soul can be stored in the Shield, and it has a 50 percent chance of holding one when found.

Legendary variant: Increase the AC bonus to +2 and the DC to 17. Undead have **Disadvantage** on ability checks and saving throws made to avoid or escape being Grappled by this Shield, and you gain twice the Temporary Hit Points when an Undead Grappled by the Shield dies.

Michelle Mueller

Spectral Syphon

Spectral Syphon

Wondrous Item, Rare (Requires Attunement)
Component: Undead Undying Heart

The lapis lazuli at the centre of this ornate amulet shimmers gently to mortal eyes, but burns like a beacon to those on the Ethereal Plane. Its haunting glow attracts stray souls like moths to a flame... and consumes them like fuel to a fire.

This amulet can hold a maximum of **4 charges**, and loses **all** charges daily at dawn.

Syphon Soul. Whenever a Challenge Rating 1+ creature dies within **60 feet** of you while you are wearing this amulet, you can take a Reaction to absorb part of its life force into the amulet, causing it to gain **1 charge**.

Spectral Enhancement. While you are wearing this amulet and it has a certain number of charges, you gain the following benefits:

Ethereal Sight (1+ charges). You can see **60 feet** into the Ethereal Plane while on a plane that borders it. Ethereal creatures and objects appear ghostly and translucent.

Ghost Step (2+ charges). As a Bonus Action, you can teleport up to **30 feet** to an unoccupied space you can see. Once this property is used, it can't be used again until the next dawn.

Soulflame (3+ charges). When you take the Attack action, you can emit a gout of pale fire as one of the attacks. Make a **ranged spell attack** with a **+7 bonus** against a creature within **60 feet** of you. On a hit, the target takes **2d12** Fire damage and **2d12** Necrotic damage. Once this property is used, it can't be used again until the next dawn.

Guardian Spirit (4 charges). When you are reduced to 0 Hit Points but not killed outright, you can drop to **1** Hit Point instead. Once this property is used, it can't be used again until the next dawn.

Uncommon variant: Reduce the maximum number of charges to **3**, the attack bonus to **+5**, and the Fire and Necrotic damage to **2d8** each. Remove the Guardian Spirit benefit.

Staff of Judgement

Staff, Uncommon (Requires Attunement by a Spellcaster)
Component: Pouch of Celestial Feathers

> *"Reward the just. Punish the wicked. As for those who are neither..." The inscription is followed by a hieroglyph of a man shrugging.*
>
> *—Instructions included with the purchase of a* Staff of Judgment

This staff has **4 charges** and regains **1d4** expended charges daily at dawn.

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Spells. While holding the staff, you can cast spells on the Staff of Judgement Spells table from the staff using your **spell save DC**. The table indicates how many charges you must expend to cast the spell.

Staff of Judgement Spells

Spells	Charge Cost
Detect Evil and Good, Protection from Evil and Good	1
Zone of Truth	2

Judgment. As a Bonus Action while holding the staff, you can expend **1 charge** to pass judgement on a creature you can see within **30 feet** of you, weighing its heart against the feather of an angel. The creature is affected differently depending on its alignment:

Good. The target regains **2d8** Hit Points.

Evil. The target makes a **Constitution saving throw** against your **spell save DC**, taking **4d6** Radiant damage on a failed save, or half as much damage on a successful one.

Neither Good nor Evil. Roll **1d6**. On a roll of **1**–2, the creature is treated as if it is Good. On a roll of **3**–4, the creature is treated as if it is Evil. On a roll of **5**–6, you choose for the creature to be treated as if it is Good or as if it is Evil.

Rare variant: Increase the charges to **7** and the recharge to **1d6 + 1**. Add *Detect Thoughts* (**2 charges**) to the Staff of Judgement Spells table.

Very Rare variant: Increase the charges to **9** and the recharge to **1d6 + 3**. Add *Detect Thoughts* (**2 charges**) and *Dispel Evil and Good* (**5 charges**) to the Staff of Judgement Spells table. When you use the Judgment property, you can expend up to **3 charges**. For each charge expended, choose one creature you can see within **30 feet** of you upon which to pass judgment.

Staff of Judgement

Sun Sliver Scarab

Weapon (Any Axe), Rare
Component: Celestial Soul

The legendary scarab god depicted on this axe rolls the sun across the sky. Some desert scarabs roll dung across the barren earth. This scarab axe, on the other hand, makes heads roll.

Dying Light. Whenever you kill a Small or larger creature using this axe, the sun gem in its head begins to glow. Whenever you deal damage to a creature with an attack using this axe while the gem is glowing, you can deal an extra **2d6** Radiant damage, and the gem stops glowing.

Alternatively, as a Bonus Action while the gem is glowing, you can regain **1d10** Hit Points, and the gem stops glowing.

New Dawn. When you are reduced to 0 Hit Points but not killed outright while holding this axe, you can drop to 1 Hit Point instead. When you do so, the gem on the axe begins to glow if it wasn't glowing already, as per its Dying Light property. Once this property is used, it can't be used again until the next dawn.

Benedetta Abbate

Uncommon variant: Remove the New Dawn property.

Very Rare variant: You gain a **+1 bonus** to attack rolls and damage rolls made with this magic weapon.

Legendary variant: You gain a **+2 bonus** to attack rolls and damage rolls made with this magic weapon. Additionally, when you kill a Challenge Rating 15+ creature using this weapon, you can choose for the sun gem not to start glowing and instead reduce your age by **1 year**. Once you have reduced your age in this way, you can't do so again until the next dawn.

Sun Sliver Scarab

Tablet of Myriad Glyphs

Wondrous Item, Very Rare (Requires Attunement)
Component: Elemental (Earth) Bone

> *"When I was young, we'd use a dictionary when learning new languages! Kids these days and their tablets..."*
>
> *—Hiro Gliff, resident curmudgeon of Kasbat Azzaman*

Arcanolinguistic Revelation. When you attune to this tablet, some of the hieroglyphs on its surface become intelligible to you. Roll **1d8** twice, rerolling if you get a duplicate result, and consult the Hieroglyph Knowledge table. Until your Attunement ends, you know the respective languages and can cast the spells associated with them (**save DC 16**).

Once you use the tablet to cast a spell, you can't cast that spell from it again until the next dawn. Each day at dawn, you can choose to roll **1d8** twice again, replacing the benefits from this item with new ones.

Hieroglyph Knowledge

1d8	Language	Spell
1	Abyssal	*Insect Plague*
2	Celestial	*Mass Cure Wounds*
3	Deep Speech	*Black Tentacles*
4	Draconic	*Cone of Cold*
5	Infernal	*Wall of Fire*
6	Primordial	*Conjure Elemental*
7	Sylvan	*Confusion*
8	Undercommon	*Seeming*

Animated Glyphs. While you are holding the tablet, you can cast *Animate Objects* (**+8** spell attack modifier), targeting five of the hieroglyphs on the tablet. Each glyph counts as a Tiny object for the purposes of the spell. When an animated glyph is reduced to 0 Hit Points or the spell ends, the glyph returns to the tablet. Once this property is used, it can't be used again until the next dawn.

Rare variant: Reduce the **DC** to **15**. Remove the Animated Glyphs property.

Both: Benedetta Abbate

Tablet of Myriad Glyphs

Beta 2.0 Playtest

Scholars of the Sands

These magic items are presented in alphabetical order.

Carpetcape

Wondrous Item, Rare
Component: Giant (Cloud) Hair

Once all the rage in the Timespun Sands, these carpets fell out of fashion after a series of fatal mid-air collisions, prompting the public to discard them en masse. Oddly, many found their way to buried caves full of wonders, to be rediscovered decades later by intrepid thieves with hearts of gold.

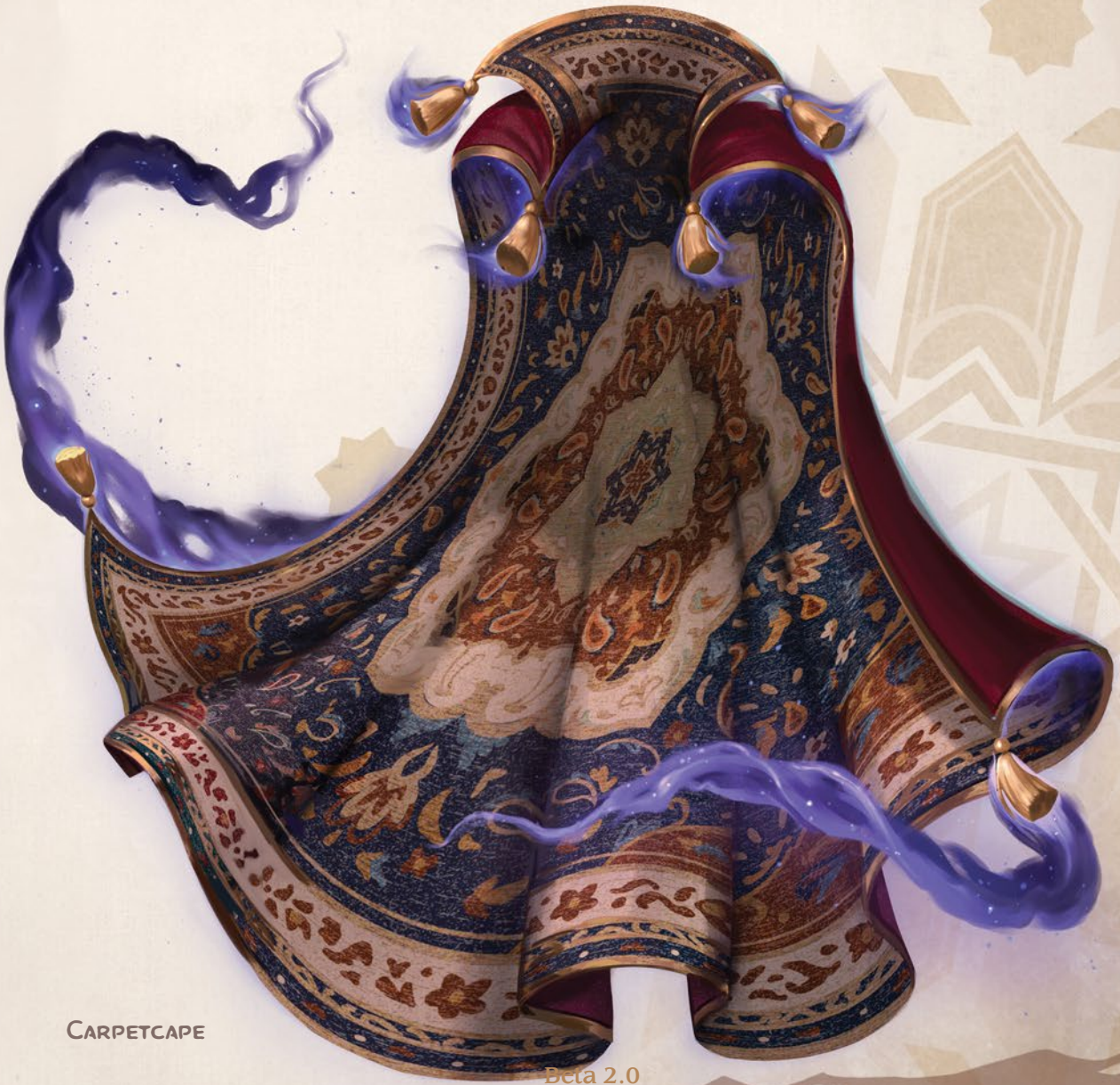
This cape has **12 charges** and regains **2d6** expended charges daily at dawn.

Woolly Wings. As a Bonus Action while wearing the cape, you can expend **1 charge** to gain a Fly Speed of **30 feet** until the end of your turn.

Reliable Rug. As a Bonus Action while wearing the cape, you can expend **2 charges** to cast the *Unseen Servant* spell. When you cast it in this way, the carpet detaches itself from you and takes the place of the Invisible servant, using the servant's statistics but retaining its sentience, personality, and visibility. If it takes damage, the spell immediately ends, and the cape teleports back to you.

Sentience. A *Carpetcape* is a sentient item of Chaotic Good alignment, with an Intelligence, Wisdom, and Charisma of 8. It has hearing out to **120 feet** and Blindsight with a range of **30 feet** (it's blind beyond this range). It can understand Common but can't speak.

Personality. Though each *Carpetcape* is a unique individual shaped by its memories and experiences, many of them are cooperative and competent, if sarcastic. Though unable to speak, they communicate with sassy, dramatic flourishes that make their meanings clear, even when being worn.



Carpetcape

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Uncommon variant: Reduce the charges to **7** and the recharge to **1d6 + 1**.

Very Rare variant: When you use the Woolly Wings property, you can expend **1 extra charge** to increase the Fly Speed to **60 feet**. The cape has the Fleece Fighter property.

> ***Fleece Fighter.*** As a Bonus Action while wearing the cape, you can expend **3 charges** to cause the cape to detach from you and gain the statistics of an **Animated Rug of Smothering**, with a Fly Speed of **30 feet**. The cape is an ally to you and your allies. In combat, it shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. This effect lasts for **1 hour**, until the cape is reduced to 0 Hit Points, or until you lose Concentration on it. When it ends, the cape immediately teleports back to you.

Hungering Spear

Weapon (Spear), Uncommon (Requires Attunement)
Component: Undead (Boujloud Chimera) Bone

Over time, this spear acquires a rusted colouration from the blood that accumulates and dries on its tip. Washing it or painting over it is impossible—other liquids glide smoothly off of its polished surface without staining.

This spear has **3 charges** and regains **all** expended charges daily at dawn.

Ravishing Feast. When a creature you can see within **20 feet** of you is reduced to 0 Hit Points while you are holding this Spear, you can take a Reaction to expend **1 charge** to move up to your Speed, attempting to get as close to the creature as possible, using the safest route. If you end this move within **5 feet** of that creature, you consume some of its fleeting life essence. You regain **2d4** Hit Points and immediately make one attack using this weapon as part of the same Reaction.

Curse. This Spear is cursed, and becoming attuned to it extends the curse to you until you are targeted by a *Remove Curse* spell or similar magic. Whenever you could use the Ravishing Feast property and choose not to, you must succeed on a **DC 13 Wisdom saving throw** or immediately use the property. When you're forced to use the property in this way, the attack made as part of it targets the nearest creature after you move. Each time you succeed on this saving throw, the **DC** increases by **1**, resetting to **13** when you use Ravishing Feast and daily at dawn.

Rare variant: Increase the Hit Points regained to **2d6** and the base **DC** to **15**. You gain a **+1 bonus** to attack rolls and damage rolls made using this magic weapon.

Very Rare variant: Increase the Hit Points regained to **2d8** and the base **DC** to **16**. You gain a **+2 bonus** to attack rolls and damage rolls made using this magic weapon.

Hungering Spear

Michelle Mueller

Kaleidocrusher

Weapon (Flail), Very Rare (Requires Attunement)
Component: Pouch of Dragon (Chromatic) Scales

The crystal used to craft this beautiful bludgeon is made by blending powdered scales from assorted chromatic dragons with molten stained glass. The resulting shatterproof lantern is a dazzling spectacle for your allies... and lights out for your foes.

This weapon has **6 charges**, and regains **1d4 + 2** expended charges daily at dawn.

Double Hit. When you hit a creature with an attack using this weapon, you can take a Bonus Action to make a second attack with it against the same target. You don't add your ability modifier to the damage roll of the second attack unless that modifier is negative. If both attacks hit, you can use the Chromatic Burst or Colourful Capture option:

Chromatic Burst. You expend **1 or more charges**. For each charge spent, a bolt of luminous energy shoots out from the weapon at a creature within **30 feet** of you. Each bolt must target a different creature. Make a **ranged spell attack** against each target (**+7** attack bonus), which doesn't have Disadvantage as a result of an enemy being within **5 feet** of you. On a hit, a target takes **1d8** Acid, Cold, Fire, Lightning, or Poison damage (your choice) and is **Blinded** until the end of its next turn.

Colourful Capture. You expend **3 charges**. You immediately cast the *Resilient Sphere* spell, which takes the form of a glittering, multicoloured icosahedron. The icosahedron is attached to the Flail's handle by a spectral chain, allowing you to move the sphere without picking it up and preventing the target from moving the sphere unless you allow it.

Rare variant: Reduce the charges to **3**, the recharge to **1d3**, and the attack bonus to **+5**. Remove the Colourful Capture option.

Legendary variant: Increase the charges to **8**, the recharge to **1d6 + 2**, and the attack bonus to **+8**. You gain a **+1 bonus** to attack rolls and damage rolls made with this magic weapon. The Double Hit property gains the Killing Rainbow option.

> ***Killing Rainbow.*** You expend **6 charges**. You immediately cast the *Prismatic Spray* spell (**SAVE DC** 17).

Katar Handcannon

Weapon (Dagger), Uncommon
Component: Elemental Bone

Though easy to conceal in a baggy sleeve or the folds of a cloak, this thrusting dagger is anything but subtle. The explosions of light and sound unleashed during its devastating surprise attacks make it a favourite of

KALEIDOCRUSHER

KAFTAR HANDCANNON

BOTH: MICHELLE MUELLER

assassins more interested in a guaranteed kill than a stealthy getaway.

Combination Weapon. This weapon doesn't have the Thrown property, and it also functions as a Pistol. You don't have Disadvantage on attack rolls made with the Pistol as a result of an enemy being within **5 feet** of you if that enemy is the target of the attack and the only enemy within **5 feet** of you.

Explosive Assassination. When you score a Critical Hit with the Dagger, you can immediately make an attack with the Pistol against the same target. If it hits, this attack is automatically a Critical Hit.

Wristflick Reload. When you hit with a melee attack using this weapon, you can immediately load a single piece of ammunition into it.

Common variant: Remove the Explosive Assassination property. This weapon doesn't ignore the Disadvantage on ranged attack rolls as a result of an enemy being within **5 feet** of you.

Rare variant: You gain a **+1 bonus** to attack rolls and damage rolls made with this weapon.

Mood Swing

Weapon (Any Bow), Uncommon
Component: Fey (Jinn) Psyche

"Methinks gettin' shot at by this jinn-thingy ain't the kind'a psych-ill-logical warfare them tacititioners talk about all the times. However, methinks a bit of a lie-down sounds like a mighty fine idea right about nows."

—Tarr'Gut Prekktiz,
Emotionally Exhausted Goblin

This bow has **3 charges** and regains **all** expended charges daily at dawn.

Emotional Damage. If you load no ammunition in this weapon, it produces its own, creating one piece of magic ammunition when you make a ranged attack with it. This ammunition deals Psychic damage instead of the weapon's normal damage type, and vanishes the instant after it hits or misses a target.

Emotional Bout. Immediately after you hit a creature with an attack using this weapon, you can take a Bonus Action to spend **1 charge** and invoke an emotional effect on the target, choosing one option from the following list:

Mood Swing

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Permanence Cuffs

Permanence Cuffs

Wondrous Item, Very Rare (Optional Attunement)
Component: Aberration (Anomaly) Heart

During their desperate experiments, the Lemniscate Order discovered they could crystallise the roiling hearts of anomalies into a magical alloy that drains chaotic energies from nearby temporal fluctuations. Shackles forged from this metal bind their wearer to their current position in time and space. Ironically, this bondage frees them to manipulate reality without fear of the consequences.

Paradox Eater. While you wear these cuffs, creatures outside of their normal timeline have **Disadvantage** on attack rolls against you, and you have **Advantage** on saving throws against their spells and effects.

Astral Chain. If you are wearing these cuffs, you can use a Bonus Action to cause a spectral chain to sprout from one of the cuffs, or make it disappear. The chain functions as a *+1 Whip* that deals Force damage instead of Slashing damage.

Optional Attunement. If you choose to attune to this item, you can benefit from the Stable in Spacetime property while you remain attuned to it.

> ***OA: Stable in Spacetime.*** While wearing these cuffs, you can't be magically aged, shifted forwards or backwards in time, sent to another plane or demiplane, or teleported. If you are on the Astral Plane, your silver cord can't be severed.

Legendary variant: The whip produced by the Astral Chain property is a *+2 Whip*. The shackles have the Legacy Lock property.

> ***Legacy Lock.*** While you are wearing these cuffs, your past history, experiences, equipment, race, class, proficiencies, and memories can't be retroactively altered by paradoxes.

Anger. The target must succeed on a **DC 13 Wisdom saving throw** or be consumed by rage directed towards you. Until the end of its next turn, the target has **Disadvantage** on attack rolls made against creatures other than you.

Eagerness. The target takes no damage from the triggering attack, and can instead take a Reaction to make one weapon attack. If that attack hits, it deals extra damage equal to the damage that would have been dealt by the triggering attack.

Fear. The target must succeed on a **DC 13 Wisdom saving throw** or be filled with a sense of dread, causing it to be **Frightened** of you until the start of your next turn.

Grief. The target is consumed by overwhelming sorrow, and suffers a **1d6** penalty to the first Intelligence, Wisdom, or Charisma saving throw it makes before the end of its next turn.

Rare variant: Increase the charges to **4** and the **DCs** to **15**. You gain a **+1 bonus** to attack rolls and damage rolls made using this magic weapon.

Very Rare variant: Increase the charges to **5** and the **DCs** to **16**. You gain a **+2 bonus** to attack rolls and damage rolls made using this magic weapon.

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Phantom Perch

Phantom Perch

Wondrous Item, Rare
Component: Beast Heart

The soul of a noble bird of prey is bound to the sapphire within this gauntlet, ready to serve a master it deems worthy. Undeath has done little to dull its well-earned sense of superiority, and its haughty glare pierces all who behold it.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Expert Falconry. While wearing this gauntlet, you can expend **1 or more charges** to manifest an avian spirit, which appears as a Tiny hawk, eagle, or owl, and produce one of the following effects:

Deliver (1 charge). As a Magic Action, you command the spirit to fetch a Tiny item or Tiny willing creature within **300 feet** of you that you can see, so long as another creature is not wearing or carrying it and it is not held in place by more than 10 pounds of force. The spirit flies to the target and places it in an unoccupied space within **5 feet** of you or in your empty hand at the end of the turn.

Herald (2 charges). As a Reaction when you roll Initiative, you can have the spirit unleash a mighty screech. Each enemy within **30 feet** of you makes a **DC 15 Constitution saving throw**. On a failed save, the target is **Frightened** of you until the end of its next turn.

Menace (2 charges). As a Magic Action, you cast *Speak with Animals*. The spirit perches on your arm and stares down the animals you converse with, granting you **Advantage** on Intimidation checks against prey animals such as rabbits, and Persuasion checks against predators such as eagles and wolves.

Seek (1 charge). As a Bonus Action, you take the Search action, commanding the spirit to launch from its perch and circle the area.

Uncommon variant: Reduce the **DC** to **13**, the charges to **3**, and the recharge to **1d3**.

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Rabab of Relativity

Wondrous Item, Uncommon (Requires Attunement by a Bard)
Component: Aberration (Anomaly) Brain

The ethereal tones produced by this lavish instrument's delicate strings fill any room it is played in, as if the sound had no origin point at all. The rabab's temporal properties also prevent its user from ever being out of tempo, making it a much sought-after instrument with Bards who have trouble keeping rhythm.

Relativity Rhapsody. As a Bonus Action, you can play a melody on this instrument that plucks at the strings of reality, causing the area in a **15-foot-radius Sphere** centred on a point within **60 feet** of you to become warped. Each creature in the area expends 2 feet of movement for every 1 foot it moves away from the point, and 1 foot of movement for every 2 feet it moves towards it. A creature that starts its turn within **5 feet** of the Sphere's centre must make a **Strength saving throw** against your **spell save DC** or be knocked **Prone**. The sphere disappears at the start of your next turn.

Spacetime Symphony. When a creature expends your Bardic Inspiration die, that creature can choose to immediately teleport up to **10 feet** to an unoccupied space it can see, or move one place up or down the Initiative order starting on the next round. Once a creature has benefitted from this property, that creature can't benefit from it again until it finishes a Long Rest.

Rare variant: Increase the radius of the Sphere created by the Relativity Rhapsody property to **20 feet**, and its range to **90 feet**. Once a creature has benefitted from the Spacetime Symphony property, that creature can't benefit from it again until it finishes a Short or Long Rest.

Very Rare variant: Increase the radius of the Sphere created by the Relativity Rhapsody property's area to **30 feet** and its range to **120 feet**. There's no limit to the number of times a creature can benefit from the Spacetime Symphony property.

Rabab of Relativity

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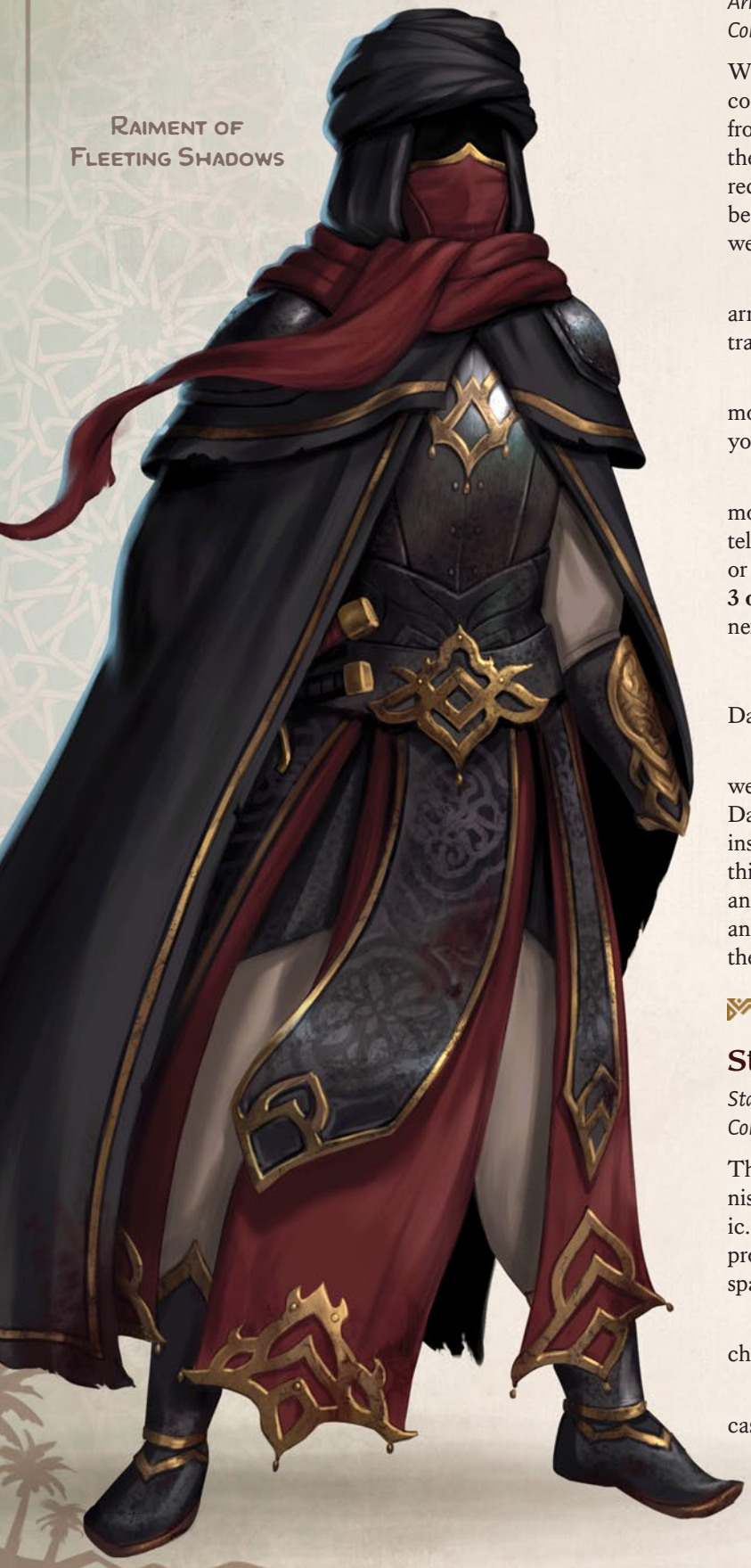


Raiment of Fleeting Shadows

Raiment of Fleeting Shadows

Armour (Breastplate), Rare (Requires Attunement)
Component: Fey Hair

With an increase in people interested in chronomancy comes an increase in people interested in stopping others from using chronomancy at all costs. Assassin guilds in the Timespun Sands have profited enormously from recent advancements in time travel, allowing their members to remain well-fed, well-trained, and most notably, well-equipped.

Boots of Featherlight Tread. While wearing this armour, your footsteps make no sound and you leave no tracks. You also have **Advantage** on Stealth checks.

Breastplate of the Fugitive. While wearing this armour, you have **Resistance** to damage from attacks on your turn.

Shroud of the Darkwalker. While wearing this armour in Dim Light or Darkness, you can cast *Misty Step*, teleporting only to a point that is also within Dim Light or Darkness. Once this property is used, roll **1d6**. On a **3 or lower**, this property can't be used again until the next dawn.

Uncommon variant: Remove the Shroud of the Darkwalker property.

Very Rare variant: You gain a **+1 bonus** to AC while wearing this armour. When you use the Shroud of the Darkwalker property, you can cast *Dimension Door* instead of *Misty Step*. When you cast *Dimension Door* in this way, you can do so as a Bonus Action, you can bring an unwilling creature that you are grappling with you, and you roll a **1d4** instead of a 1d6 to determine whether the property can be used again.

Staff of Bottled Time

Staff, Rare (Requires Attunement by a Spellcaster)
Component: Aberration (Jinn) Heart

This is the staff of choice for many members of the Lemniscate Order—and only partially because of the aesthetic. When the staff's pommel connects with the ground, it produces a resounding clack no matter the surrounding space or surface, as if echoing through time itself.

This staff has **7 charges** and regains **1d6 + 1** expended charges daily at dawn.

All in Good Time. When you take the Ready action to cast a spell, you can choose to let the staff hold on to the spell's magic, foregoing the need to Concentrate on it until you take the Reaction to release the spell's

Michelle Mueller

magic. If you let go of the staff before releasing the spell's magic, it dissipates harmlessly. You can have only one spell readied at any time.

On Borrowed Time. When a creature within **60 feet** of you that you can see finishes casting a spell, you can take a Reaction to expend a number of charges equal to the spell's level (minimum of 1), delaying the spell's effects. The spell instead takes effect at the end of its caster's next turn. If the spell's requirements, such as being able to see the target, are no longer met by that time, the spell fails.

Spells. While holding the staff, you can cast spells on the Staff of Bottled Time table from the staff using your **spell save DC**. The table indicates how many charges you must expend to cast the spell.

Staff of Bottled Time Spells

Spells	Charge Cost
*Déjà Vu**	1
*Fast Forward**	2
*Timeskip**	3
*Timewalk**	5

Uncommon variant: Reduce the charges to **4** and the recharge to **1d4**. Remove *Timeskip* and *Timewalk* from the Spells property's list of spells.

Very Rare variant: Increase the charges to **10** and the recharge to **1d8 + 2**. Add *Freeze Frame** (**3 charges**) to the Spells property's list of spells. While holding the staff, you have **Advantage** on Initiative rolls.

Legendary variant: Increase the charges to **12** and the recharge to **1d10 + 2**. Add *Freeze Frame** (**3 charges**) and *Rewrite Reality** (**7 charges**) to the Spells property's list of spells. While holding the staff, you have **Advantage** on Initiative rolls and **Resistance** to Force damage.

*See Chapter 10: Spells

Staff of Bottled Time

Starsign Zulfikar

Weapon (Any Sword), Uncommon
Component: Phial of Celestial Blood

Where a *Weapon of Warning* is reactive, a *Starsign Zulfikar* is proactive. These swords' constellation-shaped engravings are filled with blood taken from creatures as old as the fabric of reality. The ancient blood glows near planar phenomena, giving their owners ample time to plan for nearby breaches in spacetime.

Celestial Signals. This weapon has the constellations from the Starsign Zulfikar Constellations table engraved into its blade, each aligned with a different disturbance in the planes, space, or time. While within **1 mile** of the

Michelle Mueller

Starsign Zulfikar

Time Bomb

associated phenomenon, the constellation glows with a faint blue light; the colour of this light changes to red when within **300 feet** of the phenomenon, and white when within **30 feet**.

Starsign Zulfikar Constellations

Constellation	Charge Cost
The Anchor	An area of increased or decreased gravity.
The Door	A permanent teleportation circle.
The Hunter	A creature outside of its regular timeline.
The River	An area of accelerated or decelerated time.
The Stairs	A portal to another plane of existence.
The Sundial	A portal backward or forward in time.
The Whirlpool	An area filled with harmful temporal energy.

Cosmic Energies. When one or more of the zulfikar's constellations are glowing, you can cause the sword to deal Force or Radiant damage instead of its normal type.

Common variant: The Celestial Signals property only produces blue light when active. Remove the Cosmic Energies property.

Rare variant: The Celestial Signals property causes the constellations to glow black when within **5 miles** of the appropriate phenomenon. In addition, the weapon deals an extra **1d6** damage on a hit if one or more of its constellations are glowing.

Time Bomb

Wondrous Item, Legendary
Component: Elemental Primordial Dust

Scooped by hand from a devastating chrono-sandstorm at the borders of the Timespun Sands, the colourful grains in this bomb's hourglass fill one chamber, then the next, no matter which one is on top. Some say this constant movement in defiance of gravity symbolises the inexorable passage of time... though the bomb's original designers insist it's just meant to look cool.

Entropic Accelerant. As a Magic action while holding this item, you can throw it at a point within **60 feet** of you, causing it to explode into a variegated maelstrom of temporal energies in a **15-foot-radius Sphere**. You immediately gain **3 Paradox Points**.

Each creature in the area must succeed on a **DC 17 Constitution saving throw** or have its personal timeline drastically accelerated. A creature that is suffering from an effect or standing in an area that requires it to make a saving throw at the start or end of its turn (such as the *Flesh to Stone*, *Moonbeam*, or *Sleet Storm* spells) immediately makes three saving throws against each applicable effect. If the creature is your enemy, it suffers the effects of each failure but not the effects of a success. If the creature is your ally, it gains the effects of each success, but not the effects of a failure.

Very Rare variant: Reduce the Paradox Points gained to **1**, the **DC** to **16**, and the number of times an affected creature repeats saving throws to one.

Both: Michelle Mueller

Firearms and Powderkegs

These magic items are presented in alphabetical order.

Aggroculture

Weapon (Musket), Rare (Requires Attunement)
Component: Plant Bark

These hardwood, moss-covered weapons were first shaped from ancient trees by Laraxx the Treespeaker, the rakin druid. Though his legend speaks of how he convinced the loggers threatening his home to stand down using the "power of friendship", the truth is far more grim. Their skeletal corpses still litter the woods to this day, impaled on wooden stakes and riddled with sprouted seed pods by a legion of awakened forest critters armed with magical muskets.

This weapon has **3 charges** and regains **all** expended charges daily at dawn.

Grassroots Guerrilla. This weapon doesn't have the Loud property. In addition, while holding it, you have **Advantage** on Stealth checks made to conceal yourself in plantlife.

Rapidfire Regrowth. When you make an attack with this weapon, you can expend **1 charge** to fire a wooden fragment from the weapon instead of a normal bullet. This fragment acts as the Uncommon variant of a *Ballistick* or a *Pop-Pop Pod* (your choice each time you use this property), and the **save DC** for its properties is **15**. You can make an attack in this way even if the weapon has no ammunition in it.

Very Rare variant: Increase the **DC** to **16**. The Rapidfire Regrowth property fires the Rare variants of the *Ballistick* and *Pop-Pop Pod*.

Breechloader Lance

Weapon (Blunderbuss), Uncommon (Optional Attunement by a Gunner)
Component: Construct Metal Plating

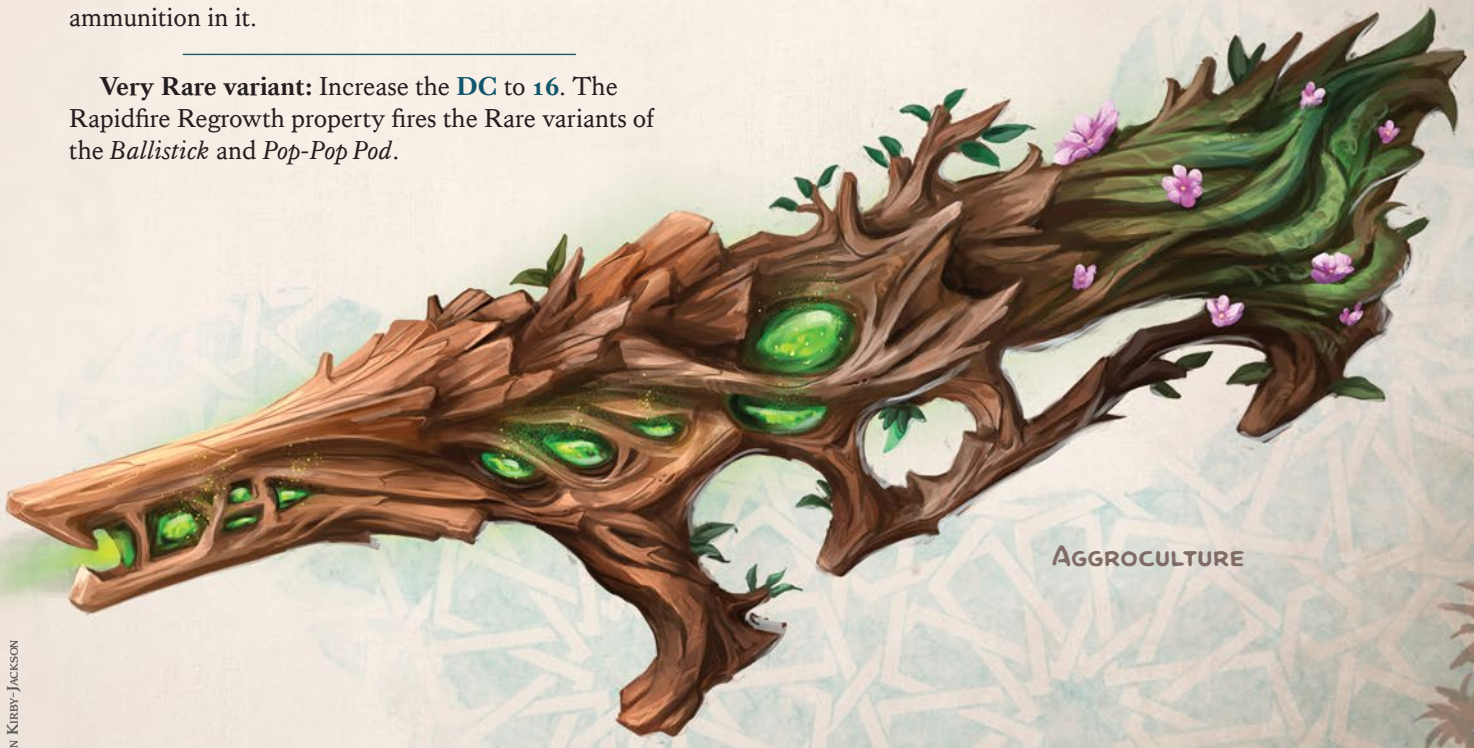
This weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Multipurpose Barrel. This Blunderbuss can also be used as a Lance.

Point-Blank. When you hit a target with a Melee attack made with this weapon while it has ammunition, you can expend **1 charge** and one piece of ammunition to deal an extra **1d6** Piercing damage to the target.

Optional Attunement. If you have any levels in the Gunner class, you can choose to attune to this weapon. While attuned to this weapon, you have proficiency with Lances and the Point-Blank property deals **2d6** damage instead of **1d6**. In addition, the weapon has the OA: Lucky Sixes property.

> ***OA: Lucky Sixes.*** Whenever you use the Point-Blank property and roll a **6** on one or more of the extra damage dice, you gain **1 Moxie**. Additionally, you can take a Bonus Action to expend 2 **Moxie** and cause this weapon to regain **1** expended charge.



Aggroculture

Martin Kirby-Jackson

Breechloader Lance

Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, and the damage of the Point-Blank property to **2d6**, or **3d6** if you're attuned to the weapon.

Very Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, and the damage of the Point-Blank property to **2d6**, or **3d6** if you're attuned to the weapon. When you use the Point-Blank property, a different target of your choice within **5 feet** of the original target must succeed on a **DC 16 Dexterity saving throw** or take damage equal to half the extra damage dealt by the property.

Canine Cannon

Weapon (Any Firearm), Common
Component: Pouch of Monstrosity (Mimic) Teeth

> *"A gun's a gun, but a mimic could be anything. Even a gun!"*
>
> *—Mimi K. Mayniak, Amateur Biomancer*

All-In-One Gun. As a Magic action while holding this weapon, you can cause it to transform into a different blackpowder firearm of your choice. If doing so would result in the weapon having more ammunition in it than its Reload property allows, the excess ammunition is spat out into your space.

Tooth Extraction. The gun has **10 teeth**. When you make a ranged attack using it, you can choose for it to shoot one of its teeth, expending it instead of a bullet. You can make an attack in this way even if the weapon has no ammunition in it. All teeth regrow daily at dawn.

Uncommon variant: Attacks made using the Tooth Extraction property's teeth deal an extra **1d4** Acid damage on a hit.

Rare variant: Increase the teeth to **12**. Attacks made using the Tooth Extraction property's teeth deal an extra **1d10** Acid damage on a hit.

Dragun

Weapon (Any Firearm), Rare (Requires Attunement)
Component: Dragon Breath Sac

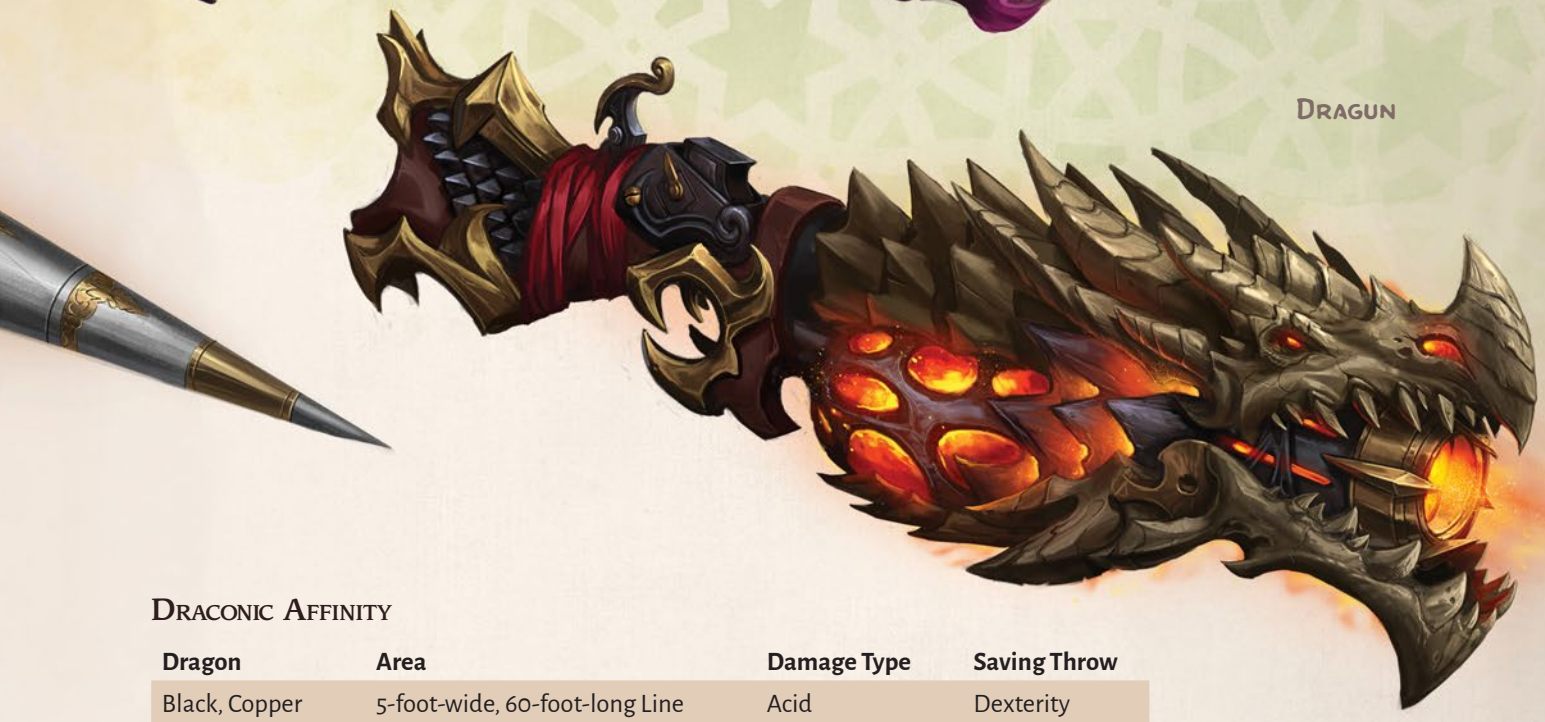
Chiseling the weapon's skull out of actual dragon bone helps to contain the power of the delicate breath sac held within, preventing the firearm from overflowing with volatile energy and detonating in a catastrophic, finger-bursting blast. That it looks awesome as all hells is just a lucky coincidence.

You gain a **+1 bonus** to attack rolls and damage rolls made with this magic weapon. The range of this weapon's Loud property is doubled, and the sound produced by the weapon resembles a dragon's roar.

Draconic Affinity. Each day at dawn, you can choose a type of dragon from the Draconic Affinity table. The skull on the weapon changes form to reflect the anatomy of the chosen dragon, and certain aspects of the weapon's properties change depending on the chosen dragon, as listed in the table.

Martin Kirby-Jackson

Canine Cannon



Dragun

Draconic Affinity

Dragon	Area	Damage Type	Saving Throw
Black, Copper	5-foot-wide, 60-foot-long Line	Acid	Dexterity
Blue, Bronze	5-foot-wide, 60-foot-long Line	Lightning	Dexterity
Brass	5-foot-wide, 60-foot-long Line	Fire	Dexterity
Gold, Red	20-foot Cone	Fire	Dexterity
Green	20-foot Cone	Poison	Constitution
Silver, White	20-foot Cone	Cold	Constitution

Dragun's Breath. As a Magic action while holding this weapon, you can cause it to emit a burst of draconic energy from its barrel in an area. Each creature in the area must succeed on a **DC 15 saving throw** or take **10d6** damage. The area, damage type, and type of saving throw are all determined by the current dragon chosen for the Draconic Affinity property. For **1 minute** after this property is used, ranged attacks made with this weapon are infused with draconic power and deal an extra **2d6** damage of the corresponding type on a hit. Once this property is used, it can't be used again until the next dawn.

Very Rare variant: Increase the **DC** to **16**. After you use the Dragun's Breath property, roll **1d6**. On a **4 or higher**, this property can still be used again before the next dawn.

Legendary variant: Increase the attack and damage bonus to **+3**, the **DC** to **17**, the length of the Lines to **100 feet**, and the size of the Cones to **60 feet**. After you use the Dragun's Breath property, roll **1d6**. On a **4 or higher**, this property can still be used again before the next dawn.

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High Noon

Weapon (Pistol), Rare (Requires Attunement)
Component: Elemental Volatile Mote of Fire

This weapon combines the best of a sword, wand, and pistol. To stare down its barrel is to gaze into the sun itself—and after the last shot is fired, when the crowds finally depart, only the sun still cares to watch the dead.

This Pistol can also be used as a Shortsword, has **5 charges**, and regains **1d4 + 1** expended charges daily at dawn. In addition, whenever you deal damage with a ranged attack using this Pistol, it deals Radiant damage instead of its normal damage type.

It's High Noon. As a Magic action while holding this Pistol, you can expend **1 charge** to conjure a **15-foot-radius**, **60-foot-tall Cylinder** centred on you and challenge a creature you can see within the area to a duel. The Cylinder lasts for **1 minute**, until the challenged creature dies, or until you leave the Cylinder.

The first time each turn the challenged creature attempts to leave the Cylinder, it makes a **DC 15 Charisma saving throw**. On a failed save, the target can't willingly leave the Cylinder until the end of the current turn. In addition, while the challenged creature is in the Cylinder, ranged attacks made against it using this Pistol deal an extra **1d6** Radiant damage on a hit.

Point-Blank Shot. When you hit a creature with a melee attack using this Pistol on your turn, you can expend **1 or more charges** to fire off a burst of light. The target takes an extra **1d6** Radiant damage per charge you spent, and it must succeed on a **DC 15 Constitution saving throw** or be **Blinded** until the end of your next turn.

Uncommon variant: Reduce the charges to **3**, the recharge to **1d3**, and the **DC** to **13**. Remove the It's High Noon property.

High Noon

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Jetstream Jezail

Weapon (Rifle), Rare
Component: Elemental Core of Air

When one blows into the brass mechanisms at the back of this clockwork rifle, the wind turbine in its bulb lets out a cheerful whizzing sound reminiscent of a children's toy. Though obnoxious, the whimsical noise has managed to survive every redesign. Similarly, attempts to keep soldiers from blowing bubbles out the end have proved unsuccessful.

Whirlwind Snipe. Wind, including that created by spells, doesn't impose Disadvantage on ranged attack rolls made with this weapon or cause them to automatically miss.

Hurricane Turbine. While wielding this rifle, you can take a Bonus Action to blow into its mechanisms in order to charge its turbine, making a **DC 10 Constitution** check. On a success, you can take a Magic action to cast the *Gust of Wind* or *Wind Wall* spells (**save DC 15**) before the end of the turn. Once a spell has been cast from the weapon, that spell can't be cast from it again until the next dawn.

Uncommon variant: Reduce the **DC** to **13**. Remove *Wind Wall* from the Hurricane Turbine property's list of spells.

Very Rare variant: Increase the **DC** to **16**. The Whirlwind Snipe property also grants you Advantage on ranged attack rolls made with this weapon that pass into or through areas of moderate or strong wind. Add *Favourable Winds** to the Hurricane Turbine property's list of spells.

*See Chapter 10: Spells

Martin Kirby-Jackson

Master Piece

Plasma Gun

Revolving Wrist Wrecker

All: Martin Kirby-Jackson

Master Piece

Weapon (Any Firearm), Uncommon (Requires Attunement by a Gunner)
Component: Aberration Bone

> *"A Gunner's choice of weapon can tell ya a lot about 'em. Some want them flashy guns that spit fire and lightnin'. Some get weird with shootin' potions or teeth. Me? I like the classics. Never leave home without ol' faithful at my side."*
>
> *—Cole O'Ptera, Legendary Gunner*

You gain a **+1 bonus** to attack rolls and damage rolls made with this magic weapon.

Magnum Opus. You can add one additional attachment to this gun using your Firearm Attachments class feature. This extra attachment doesn't count against your maximum total attachments or the maximum attachments per weapon.

Rare variant: Increase the attack and damage bonus to **+2** and the additional attachments to two.

Very Rare variant: Increase the attack and damage bonus to **+3** and the additional attachments to three.

Plasma Gun

Weapon (Pistol), Rare
Component: Phial of Undead Congealed Blood

The most aggravating aspect of this grisly firearm isn't its unsanitary appearance, or perplexingly impractical grip, or use of blood as ammunition... it's the obnoxiously loud slurping noise it makes every time it's refilled.

Ranged attacks made with this Pistol deal Necrotic damage instead of Piercing damage.

Preshot Syphon. This Pistol is also considered a Simple Melee weapon. It deals **1d4** Piercing damage on a hit, and you can use your Dexterity modifier instead of Strength for the attack rolls and damage rolls of melee attacks with it. When you hit a creature that has blood with a melee attack using this weapon, one piece of ammunition forms inside the Pistol. A piece of ammunition created by this property melts back into blood after an attack is made with it, or if it's manually removed from the Pistol.

Hungry Chamber. If this Pistol has no ammunition left, you have **Advantage** on melee attacks made with it.

Violent Transfusion. When you hit with a melee attack using this weapon, you can choose to absorb the syphoned blood into your body instead of having it form a bullet (no action required), regaining **2d6** Hit Points. Once this property has been used, it can't be used again until the next dawn.

Uncommon variant: Remove the Hungry Chamber property.

Very Rare variant: You gain a **+1 bonus** to attack rolls and damage rolls made using this magic weapon. The Hungry Chamber property grants **Advantage** on melee attacks made with this weapon as long as it has less ammunition than its Reload value. If you score a Critical Hit with a melee attack using this weapon, ammunition is formed inside it until it's full.

Revolving Wrist Wrecker

Weapon (Revolver), Rare (Requires Attunement by a Gunner)
Component: Construct Plating

This foolhardy attempt to design a one-handed blunderbuss packs a disproportionately big punch—its very first shot broke its inventor's wrist, only for the second to send him through a wall right after. Once his shattered ribs healed, the enterprising gnome declared his new weapon a resounding success, but cooler heads prevailed and mass production never took off.

Wristbreaker Minicannon. As an action while holding this revolver, you can choose to fire every bullet inside it at the same target, making a separate ranged attack roll for each one. After taking this action, you are pushed **5 feet** directly away from your target for each bullet fired, or 10 feet back per bullet if you are Small or smaller.

After using this property, you cannot reload or fire this Revolver for **1d4 hours** while the barrels cool down.

Very Rare variant: You gain a **+1 bonus** to attack rolls and damage rolls made with this magic weapon. A creature is pushed **5 feet** directly away from you for each attack made as part of the Wristbreaker Minicannon that hits it, or **10 feet** if it's Small or smaller.

Sarcophagun

Weapon (Any Firearm), Uncommon (Requires Attunement)
Component: Undead Undying Flesh

This ornately crafted piece of history is especially well-suited for turning other things into history. The linen bandages haphazardly wrapped around it might remedy the occasional papyrus cut or two... but they can't fix bullet wounds.

Sarcophagun

This weapon has **5 charges**, and regains **1d4 + 1** expended charges daily at dawn.

Pull of the Grave. Once on each of your turns, when you hit a Huge or smaller creature with a ranged attack using this weapon, you can expend **1 charge** to cause spectral bandages to extend from the weapon towards the target, pulling it in a straight line up to **20 feet** closer to you.

Band-Aid. Once on each of your turns, when you make a ranged attack using this weapon, you can expend **1 charge** to shoot a ball of bandages instead of a regular piece of ammunition. A creature hit by the attack takes no damage and instead gains **4d8** Temporary Hit Points.

Mummify. As a Magic action while holding this weapon, you can expend **2 charges** to cause an onslaught of spectral bandages to wrap themselves around a creature you can see within **60 feet** of you. That creature must succeed on a **DC 13 Dexterity saving throw** or be **Restrained** for **1 minute**. At the end of each of its turns, a Restrained creature takes **1d10** Necrotic damage, then repeats the saving throw, ending the effect on a success.

Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, the Temporary Hit Points to **4d10**, the **DC** to **15**, and the damage to **2d10**.

Very Rare variant: Increase the charges to **7**, the recharge to **1d4 + 3**, the distance a target is pulled to **30 feet**, the Temporary Hit Points to **4d12**, the **DC** to **16**, and the damage to **3d10**.

Shooting Star

Weapon (Any Firearm), Uncommon
Component: Pouch of Celestial Dust

> *"This is one shootin' star you won't be makin' no wishes on... 'less you wish for a swift death."*
>
> *—Cole O'Ptera, Legendary Gunner*

This weapon has **4 charges** and regains **1d4** expended charges daily at dawn. It deals Radiant damage instead of its normal damage type.

Ephemeral Constellation. Once on each of your turns when you hit a creature with an attack made using this weapon, you can choose to mark it with a mote of light. If you do, roll **1d4**. On a **3** or **4**, an additional mote of light leaps from the target to another creature of your choice that you can see within **30 feet** of it, marking it, and you can roll **1d4** again, repeating this process until you roll a **1** or a **2** or there isn't another creature to mark. The motes of light remain until the end of your turn. Until then, you can expend **1 charge** as a Bonus Action to activate one of the following effects:

Astral Binding. Each marked creature makes a **DC 13 Strength saving throw**. Glimmering lines of radiant energy appear connecting all marked creatures that fail this saving throw. Until the start of your next turn, the Speed of connected creatures is **0 feet**. If only one creature fails its saving throw against this effect, no lines are connected.

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Zodiac Surge. The motes of light fulminate into bursts of cosmic fire. Each creature marked by a mote of light must succeed on a **DC 13 Dexterity saving throw** or take **1d10** Radiant damage and be unable to benefit from the Invisible condition until the end of your next turn.

Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **15**, and the damage to **2d6**.

Very Rare variant: Increase the charges to **7**, the recharge to **1d4 + 3**, the **DCs** to **16**, and the damage to **2d8**.

Splash Damage

Weapon (Any Firearm), Uncommon
Component: Elemental Volatile Mote of Air

"Don't forget to don slip-resistant footwear! You wouldn't want your parade getting rained on by the very slip-and-slide you yourself created, right?"

—Oe'Sha, Dungeon Safety Inspector

Pump Action. Instead of bullets, you can load this weapon with harmless nonmagical liquid, such as water or wine (but not Acid or Alchemist's Fire). If you do so, the weapon can hold up to **4** ounces of liquid, and each attack made with it consumes **1** ounce of liquid. When using liquid as ammunition, the weapon deals Bludgeoning damage instead of its normal damage type. While you are underwater, reloading the weapon with water doesn't require an action.

Potion Pitcher. As a Bonus Action, you can load a potion or poison into the weapon. The next time you make a ranged attack using the weapon, the potion or poison is shot at a target within the weapon's range instead of you making an attack roll. The target must succeed on **DC 13 Dexterity saving throw** or be subjected to the liquid's effects. If a liquid restores Hit Points or deals damage, you can force another creature within **5 feet** of the original target to also make the Dexterity saving throw.

Rare variant: You gain a **+1 bonus** to attack rolls and damage rolls made with this magic weapon.

Very Rare variant: You gain a **+2 bonus** to attack rolls and damage rolls made with this magic weapon.

Slugs, Shells, and Shots

These magic items are presented in alphabetical order.

Ballistick

Weapon (Firearm Bullet), Uncommon
Component: Plant (Treant) Bark

> *"It turns out that a wooden stake is a deadly weapon against all creatures, not just vampires. You just have to use enough force!"*
>
> *—Zakia Hadad, Stakeholder*

Kinestick Energy. When you hit a creature with an attack using this bullet, the creature must succeed on a **DC 13 Strength saving throw** or be pushed **5 feet** away from you and knocked **Prone**. If the creature hits a structure or an object of its size or larger as a result of the push, the creature is pinned to it, becoming **Restrained**. The Restrained creature or a creature within reach can take an action to make a **DC 13 Strength (Athletics)** check to remove the bullet, freeing the pinned creature on a success.

After hitting a creature, the bullet becomes nonmagical.

Rare variant: Increase the **DCs** to **15** and the distance pushed to **10 feet**. On a failed save, the creature also takes **1d6** Bludgeoning damage.

Very Rare variant: Increase the **DCs** to **16** and the distance pushed to **20 feet**. On a failed save, the creature also takes **4d6** Bludgeoning damage.

Blue Shell

Weapon (Firearm Bullet), Very Rare
Component: Pouch of Dragon Scales

First cast by an envious Gunner who came in last place in a shooting contest, these bullets are said to mysteriously appear before unlucky people trying to catch up in life. The loud whooshing sound one makes as it flies fills everyone nearby with dread... then relief when it passes them by.

First-Place Target. You can't choose your target when you make an attack using this bullet. Instead, it automatically detects and pursues the creature with the highest Challenge Rating or level within your firearm's normal range and targets it. In case of a tie, the target is randomly determined. The bullet navigates around obstacles and Cover and can pass through spaces as narrow as **1 inch** wide; so long as the bullet can find an unobstructed path to the target, you can make the attack against it. You have **Advantage** on this attack roll, and if the attack hits, it is a Critical Hit.

After hitting a creature, the bullet becomes nonmagical.

Legendary variant: The bullet creates an explosion of brilliant sapphire energy on impact; the target and each creature within **15 feet** of it make a **DC 17 Dexterity saving throw**, taking **5d6** Force damage on a failed save, and half as much on a successful one.

Bullette

Weapon (Firearm Bullet), Common
Component: Monstrosity (Bulette) Chitin

Designed to dig out mineshafts quicker and faster than a crew of hundreds, the mass adoption and subsequent reckless abuse of the *Bullette* led to collapses in mines all across the world. When one finds a cache of these bullets, a store of valuable mining equipment—and some crunched dwarven skeletons—are sure to be nearby.

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Instead of firing this bullet at a target, you can shoot it at a structure or solid surface. If the target is made of sand, earth, mud, or ice (but not solid stone), the bullet carves a **15-foot-long, 5-foot-diameter** tunnel through it before stopping. If the bullet collides with a creature or an object not made of the listed materials, it stops immediately, dealing no damage.

After digging a tunnel, the bullet becomes nonmagical.

Rare variant: Increase the length of the tunnel to **30 feet**. This bullet can also carve tunnels through solid stone, but only up to half the distance.

Very Rare variant: Increase the length of the tunnel to **30 feet**. This bullet can also carve tunnels through solid stone, but only up to half the distance. When carving a tunnel, the bullet passes through any creatures made primarily of sand, earth, mud, ice, or solid stone. Make an attack roll against each creature the bullet passes through.

Blue Shell

Crit Happens

Weapon (Firearm Bullet), Uncommon
Component: Aberration (Jinn) Bone

This bullet is the ammunition of choice for those who like to let Lady Luck decide. Though the odds may look good, a gamble could blow up in your face—sometimes literally.

You have a **+1 bonus** to attack rolls and damage rolls made with this piece of magic ammunition.

Test Your Luck. Attacks made using this ammunition don't use a normal attack roll. Instead, roll two d20s. The results of the rolls determine the ammunition's effects:

You Win Some. If you roll 11 or higher on both d20s, the attack hits and is a Critical Hit, and the target takes an extra **4d6** Force damage from the Critical Hit.

You Lose Some. If you roll 10 or lower on both d20s, the attack misses, and you take **1d12** Force damage as the bullet explodes inside your firearm.

So No Crit? If you roll 11 or higher on one d20 and 10 or lower on the other, treat the rolls as an attack roll made with **Advantage**. You can't have Disadvantage on this attack roll.

After hitting a target, the bullet becomes nonmagical.

Rare variant: Increase the attack and damage bonus to +2.

Very Rare variant: Increase the attack and damage bonus to +3.

Bullette

Crit Happens

All: Martin Kirby-Jackson

Doubletap Darlings

Item Set. While attuned to *Live Round* and *Miss Fire*, they count as a single magic item with regard to the number of magic items to which you can attune. In addition, each of the items gains its respective Romantic Reunion property.

Romantic Reunion (Live Round). When you make an attack using *Live Round* against a creature that you've hit with an attack using *Miss Fire* on the same turn, you have **Advantage** on the attack roll. Attacking at long range doesn't impose Disadvantage on this attack roll, and the bullet manoeuvres around obstacles to find its target, ignoring Half Cover and Three-Quarters Cover.

Romantic Reunion (Miss Fire). When you make an attack using *Miss Fire* against a creature that you've hit with an attack using *Live Round* on the same turn, you have **Advantage** on the attack roll. If the attack hits, *Miss Fire* explodes with joy when reunited with its counterpart; the target and each creature within **5 feet** of it must succeed on a **Dexterity saving throw** or take Fire damage. The **save DC** and damage depend on the rarity of *Miss Fire*: **13** and **1d6** (Uncommon), or **15** and **2d6** (Rare).

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Live Round

Weapon (Firearm Bullet), Uncommon (Requires Attunement)
Component: Construct Lifespark

One half of an intrepid ride-or-die duo alongside *Miss Fire*, *Live Round* is a daring desperado with a discerning eye for danger. He takes every opportunity to passionately encourage others to "live for the moment" and take high risks for the sake of adventure. While *Miss Fire* helpfully points out how things could go wrong, this bullet's *joie de vivre* never falters, and he usually goes for it anyway.

Quickdraw. When you make a ranged attack using *Live Round*, you can have him draw his miniature gun as he flies and shoot a different target within **30 feet** of the original one (no action required). He makes a ranged weapon attack with a **+5 bonus** to the attack roll. On a hit, the attack deals **2d6** Piercing damage. Once this property has been used, roll **1d6**. On a **2 or lower**, it can't be used again until the next dawn.

Thrill Seeker. When you hit a creature with an attack using *Live Round*, you can choose to become blessed with daring prowess for **1 minute**. During this time, you have **Advantage** on the first attack roll you make using a ranged weapon each turn. The first time you hit with a ranged weapon attack during this time, it deals an extra **2d10** damage. Once this property has been used, it can't be used again until the next dawn.

Sentience. *Live Round* is a sentient bullet of Chaotic Neutral alignment, with an Intelligence, Wisdom, and Charisma of **10** and **Advantage** on ability checks made to calculate risk to life and limb. He has hearing and vision out to **60 feet** and can speak Common.

Personality. Fierce and feisty, the cheerful *Live Round* is always ready to throw down. He has an incredible love of life's most intense experiences and revels in the fact that his near-immortality as a magic bullet allows him to experience decades of derring-do. After being fired, he calls out for his shooter to pick him up, ensuring he's never lost on the battlefield.

Rare variant: Increase the range of the Quickdraw property to **60 feet**, the attack bonus to **+7**, and the damage to **3d6**. The Quickdraw property can't be used again until the next dawn on a roll of **1**.

Miss Fire

Weapon (Firearm Bullet), Uncommon (Requires Attunement)
Component: Construct Lifespark

One half of an intrepid ride-or-die duo alongside *Live Round*, *Miss Fire* is a mystical machinist with mischievous morals. The second after she's loaded, she starts making concerningly insightful comments on ways to break the gun's mechanisms. While *Live Round* keeps her on task, he doesn't do anything to discourage her destructive tendencies. If anything, he eggs her on.

Quickdraw. When you make a ranged attack using *Miss Fire*, you can have her draw her miniature gun as she flies and shoot a different target within **30 feet** of the original one (no action required). She makes a ranged weapon attack with a **+5 bonus** to the attack roll. On a hit, the attack deals **2d6** Piercing damage. Once this property has been used, roll **1d6**. On a **2 or lower**, it can't be used again until the next dawn.

Smirking Saboteur. When you hit a creature with an attack using *Miss Fire*, you can cause the creature to be sabotaged for **1 minute**. During this time, the target has **Disadvantage** on the first attack roll it makes using a ranged weapon each turn. The first time it misses with a ranged weapon attack during this time, the weapon malfunctions, and the creature takes damage as if it were the target of the attack instead. Once this property has been used, it can't be used again until the next dawn.

Sentience. *Miss Fire* is a sentient bullet of Chaotic Neutral alignment, with an Intelligence, Wisdom, and Charisma of **10**, and **Advantage** on ability checks made to detect flaws in machinery. She has hearing and vision out to **60 feet** and can speak Common.

Personality. Fierce and feisty, the cheerful *Miss Fire* is always ready to throw down. She has a passionate interest in engineering and loves finding ways to make things go wrong—even non-mechanical things, such as tense negotiations or navigating a complicated path through the jungle. After being fired, she calls out for her shooter to pick her up, ensuring she's never lost on the battlefield.

Rare variant: Increase the range of the Quickdraw property to **60 feet**, the attack bonus to **+7**, and the damage to **3d6**. The Quickdraw property can't be used again until the next dawn on a roll of **1**.

Excalibre

Weapon (Firearm Bullet), Rare (Requires Attunement)
Component: Pouch of Celestial Feathers

Those who pull magic swords from stones gain a kingdom, a legacy, and a place in the annals of history. Those who pull magic bullets from stones gain finger cramps, a newfound appreciation for magnets, and a priceless reminder to aim for something softer next time.

Blessed Blaster. This bullet deals an extra **1d10** Radiant damage on a hit. In addition, when you hit a creature with it, you gain **Heroic Inspiration**.

Wings of Glory. While attuned to this bullet, the wings of the angels lift you up in times of need. Damage you take from falling is halved.

After hitting a creature, the bullet loses all its properties until you conduct a **1-hour** ritual, which can be done as part of a Short or Long Rest, to restore its power with prayer.

Very Rare variant: Increase the damage to **2d10**. The Wings of Glory property causes you to take no damage from falling.

Lead Zeppelin

Weapon (Firearm Bullet), Very Rare
Component: Construct Plating

The impossibly pliable metal skin of this oversized bullet is shockingly hot to the touch, and lighter than air; when not held down, it rises a few inches upward every hour until it eventually escapes the atmosphere entirely.

Ship Out. You can use a Magic action to place this bullet in an unoccupied space within **5 feet** of you. Provided it has room to do so, it transforms into an Airship. The Airship is a Gargantuan vehicle that moves at 8 miles per hour, requires a crew of four, accommodates four passengers, and can carry 750 pounds of cargo. It has an AC **13**, HP **200**, **Immunity** to Poison and Psychic damage, and **Vulnerability** to Fire damage.

After **24 hours**, the airship begins to deflate, descending at a rate of **5 feet** per round. It disappears when it touches the ground.

EXCALIBRE

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Final Boarding. When you hit a creature with this bullet, the target makes a **DC 16 Dexterity saving throw**. On a failed save, it is **Restrained** by animated rigging as the bullet transforms into an Airship, as per its Ship Out property. The target is in an easily accessible area on the outside of the Airship, and is considered one of its passengers. The Restrained creature can take an action to make a **DC 16 Strength** check, freeing itself on a success.

After its time as an Airship ends, the bullet becomes nonmagical.

Rare variant: Reduce the Airship's Hit Points to **100**, the duration before deflation to **1 hour**, and the **DCs** to **15**.

Legendary variant: Increase the Airship's passenger capacity to ten, its cargo capacity to 1 ton, its Hit Points to **300**, the duration before deflation to **7 days**, and the **DCs** to **17**.

Pop-Pop Pod

Weapon (Firearm Bullet) Uncommon
Component: Pouch of Plant Pollen

These plant-based projectiles have a reputation for particular volatility. Seasoned gunslingers know to store them in a cool, dry, and dark place at all times, lest the *Pop-Pop Pods* proliferate prematurely on their person.

Shoot Shoots. When you hit a creature with an attack using this ammunition, it embeds itself into the target. At the start of your next turn, the bullet proliferates in a burst of minuscule seeds. Each creature within **15 feet** of the original target makes a **DC 13 Dexterity saving throw**. On a failed save, a creature takes **3d6** Piercing damage and is embedded with seeds. On a successful one, a creature takes half as much damage only. The *Pop-Pop Pod* and the seeds it produced fall off and are destroyed after **1 minute**.

Absorb Nutrients. As a Bonus Action, you can deal **1d4** Acid damage to all creatures embedded with the *Pop-Pop Pod* or or the seeds it produced within **60 feet** of you. When you do, the *Pop-Pop Pod* and seeds are destroyed, and you regain Hit Points equal to half the total damage taken.

Rare variant: Increase the **DC** to **15**, the Piercing damage to **4d6**, and the Acid damage to **2d4**.

Very Rare variant: Increase the **DC** to **16**, the Piercing damage to **5d6**, and the Acid damage to **3d4**.

Lead Zepplin

Pop-Pop Pod

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Beta 2.0
Playtest

Round of Applause

Weapon (Firearm Bullet), Very Rare
Component: Construct Gears

In the heat of battle, proper focus is of vital importance. Knowing this well, wise and ponderous sages designed this simian slug to be as ridiculous and over-the-top as possible, disrupting the attention of any creature unlucky enough to receive an earful of its cymbal-clattering clangour.

Standing Ovation. When you hit or miss with an attack using this ammunition, it lands in the target's space and begins to clash its cymbals to produce a distracting cacophony, which is audible up to **300 feet** away. Creatures within **30 feet** of the bullet have **Disadvantage** on Constitution saving throws made to maintain Concentration.

A creature with an **Intelligence score** of **13 or lower** that starts its turn within **30 feet** of the bullet and can hear it makes a **DC 16 Wisdom saving throw**. On a failed save, it uses as much of its movement as possible to move towards the bullet, avoiding obvious hazards, and can't move away from it this turn. It can take its action before it moves.

At the start of your next turn, the bullet explodes and is destroyed. Each creature within **30 feet** of the bullet when it explodes makes a **DC 16 Dexterity saving throw**, taking **6d6** Thunder damage on a failed save, or half as much on a successful one.

Uncommon variant: Reduce the **DCs** to **13**, the **Intelligence score** threshold to **7**, and the damage to **2d6**.

Rare variant: Reduce the **DCs** to **15**, the **Intelligence score** threshold to **10**, and the damage to **4d6**.

Round of Applause

Martin Kirby-Jackson

Scarabullet

Weapon (Firearm Bullet), Uncommon
Component: Beast Pincer

"For decades, the scarabid entomorphs—my people—have fought to distance themselves from the imagery of the dung-rolling beetle... But these are just too good not to use."

—Cole O'Ptera, Legendary Gunner

Wings of Wonder. If you miss an attack made with this bullet, it animates and flies back to you. You can choose whether it slips back into the firearm from which it was fired, reloading itself, or it tucks itself into a backpack, pocket, or other container on your person.

Roll Essence. After you hit a creature with this bullet, it returns to you, rolling a glowing miniature sun made of energy drained from its target. Choose one of the following aspects, which determines what it drains from the target and the colour of the miniature sun:

Velocity (White). Your Speed is doubled until the end of your next turn.

Vigour (Red). You have **Advantage** on weapon attack rolls until the end of your next turn.

Vitality (Green). You regain **3d8** Hit Points.

After returning to you as part of its Roll Essence property, the bullet becomes nonmagical.

Rare variant: You can choose two of the aspects when you use the Roll Essence property, gaining the benefits of both.

Scarabullet

Shell-Shock

Both: Martin Kirby-Jackson

Slugfest

Shell-Shock

Weapon (Firearm Bullet), Very Rare
Component: Elemental Volatile Mote of Air

The legions of shambling Undead? Alive. The hopes and dreams of up-and-coming necromancers who find themselves out of a job due to entrepreneurial Gunners? Not so much.

It's Alive! When you hit a creature with this bullet, it produces a burst of electricity. Each creature in a **15-foot-radius Sphere** centred on the target makes a **DC 16 Dexterity saving throw**, taking **6d6** Lightning damage on a failed save, or half as much damage on a successful one.

After this happens, choose one Humanoid that was reduced to 0 Hit Points by either the triggering attack or the burst of electricity, or one Humanoid corpse within the Sphere. The chosen creature or corpse immediately rises, animated as a **Zombie**. The Zombie is friendly to you and your companion. In combat, it shares your Initiative count, but it takes its turn immediately after yours. You can use a Bonus Action on your turn to command it. If you don't issue any, it takes the Dodge action and uses its move to avoid danger. After **1 hour**, the Zombie collapses in a heap.

After the It's Alive! property triggers, the bullet becomes nonmagical.

Rare variant: Reduce the DC to 15, the damage to **3d6**, and the duration of the Zombie to **1 minute**.

Legendary variant: Increase the DC to 17 and the damage to **8d6**. You can choose up to three creatures or corpses to turn into Zombies.

Slugfest

Weapon (Firearm Bullet), Uncommon
Component: Pouch of Fey (Elation Jinn) Dust

"HAHAAA! BEST PARTY EVER!"

—Pugh Gillis, Birthday Boy

Pummel Party. When you hit a creature with an attack using this ammunition, that creature is marked as a Piñata for **1 minute**. When the Piñata is reduced to 0 Hit Points, it bursts in a shower of delicious treats which spread on the ground in a **10-foot-radius Circle** centred on the creature. A creature in the area can take a Bonus Action to use a free hand to eat some of the treats, regaining **1d4 + 1** Hit Points. One bullet produces enough treats to be eaten five times. After **1 minute**, uneaten treats lose their potency.

After hitting a creature, the bullet becomes nonmagical.

Rare variant: Increase the Hit Points regained to **1d6 + 2**.

Very Rare variant: Increase the Hit Points regained to **1d8 + 3**.

Martin Kirby-Jackson

Saddle Up

These magic items are presented in alphabetical order.

Barding, +1

Armour (Any Barding), Uncommon
Component: Monstrosity (Gorgon) Bone

The magical runes engraved upon this barding confer an extra degree of protection that's both convenient and comfortable for the mount, saving it from harm and you from the cost of buying and training a new one. Magical armour: it's not just for adventurers anymore!

You have a **+1 bonus** to AC while wearing this barding.

Rare variant; Barding, +2: Increase the AC bonus to **+2.**

Very Rare variant; Barding, +3: Increase the AC bonus to **+3.**

Magical Barding

Headlights

Wondrous Item, Uncommon
Component: Elemental (Jinn) Core of Fire

Originally designed to improve visibility along dark trails at night, this invention ended up causing more accidents than it prevented—and was thus swiftly weaponised. Contrary to popular belief, it was its rapid adoption, not the desert's blazing sun, that gave way to the widespread use of tinted eyeglasses in some regions of the Timespun Sands.

This item functions as Headgear.

Night Light. While riding a Steed wearing this item, you can take a Bonus Action to cause the item to emit Bright Light in a **15-foot Emanation** and Dim Light for an additional **15 feet**, or to turn the light off. As part of the same Bonus Action to turn on the light, or as a Bonus Action on subsequent turns while the light is on, you can increase or reduce the area of Bright Light and Dim Light, to a maximum of **30 feet** each or a minimum of **5 feet** each.

Deer in the Headlights. As a Magic action while riding a Steed wearing this item while its light is on, you can cause it to briefly flash intense light in a **30-foot Cone** originating from the Steed. Each creature in the area that can see the Steed must succeed on a **DC 13 Constitution saving throw** or be **Blinded** until the end of your next turn. A creature Blinded in this way has its Speed reduced to **0**. Once this property has been used, it can't be used again until the next dawn.

Headlights

Rare variant: Increase the DC to 15. A creature in the area of the Deer in the Headlights property takes **6d8** Radiant damage on a failed save, or half as much damage on a successful one.

Very Rare variant: Increase the DC to 16. A creature in the area of the Deer in the Headlights property takes **10d8** Radiant damage on a failed save, or half as much damage on a successful one. When you use the Night Light property to turn on the light, you can choose one of these modes:

Deadlights. The light produced by the Night Light property is visible only to the Steed and any creatures riding it. The Deer In the Headlights property deals Necrotic damage instead of Radiant damage.

Dreadlights. The Deer in the Headlights property causes creatures to make a Wisdom saving throw instead of a Constitution saving throw. The property deals Psychic damage instead of Radiant damage, and on a failed save, a creature suffers the effects of the Fear spell until the end of your next turn, instead of being Blinded.

Bridle of Preservation

Wondrous Item, Uncommon
Component: Undead (Mummy) Undying Heart

Dozens upon dozens of protective enchantments infused into these unassuming linens weave seamlessly together to withstand unreasonable amounts of punishment, from the fires of the Hells to the unrelenting assault of a kaiju. Just try to keep them away from water—they get soggy.

This item functions as a Bridle.

Death's Door. When a Steed wearing this item would be reduced to 0 Hit Points, it's reduced to 1 Hit Point instead as linen wraps produced by the Bridle envelop the creature completely. While enveloped by the wraps, the Steed is **Unconscious**, it can't be targeted by spells and other abilities, and it has **Immunity** to all damage. A creature can unwrap the Steed over the course of **10 minutes**. Once this property has triggered, it can't be triggered again until the next dawn.

Bridle of Preservation

Very Rare variant: The item has the Profane Rebirth property.

Profane Rebirth. While the Steed is enveloped by the wraps, a creature can spend 10 minutes to perform a necromantic ritual instead of unwrapping it. In order for the ritual to work, the Steed must not be a Construct or Undead, and the creature performing the ritual must remain in contact with the Steed for the full duration. Upon completion of the ritual, this item is destroyed. The Steed regains all of its Hit Points and experiences the following permanent changes:

- Its creature type changes to Undead.
- It gains **Immunity** to Poison and Necrotic damage, as well as the Poisoned and Paralysed conditions.
- It gains Darkvision to a range of **60 feet**, unless it already has a larger range.
- If damage reduces the Steed to 0 Hit Points, it makes a **Constitution saving throw** with a **DC** of 5 plus the damage taken, unless the damage is Radiant or from a Critical Hit. On a success, the Steed drops to 1 Hit Point instead.

Resizable Barding

Resizable Barding

Armour (Any Barding), Uncommon
Component: Aberration (Jinn) Hide

"As if the guards didn't already have enough to handle without worrying that an assassin might sneak a getaway horse into the ball inside their pocket."

—Kwi Klee, Disgruntled Sergeant

Self-Eject Saddle

Min-Max. As a Magic action, you can touch a willing creature wearing this barding to change its size for **10 minutes**, choosing one of the options below:

Minimise. The creature becomes Tiny if it isn't already, measuring no more than 3 inches in any dimension, and its weight becomes 1 pound. Whenever the creature deals damage, that damage is reduced to **1**.

Maximise. The creature becomes Large if it isn't already Large or larger, its weight becomes 1,000 pounds if it isn't already heavier, and it loses its Fly Speed if it has one.

You can end the size change early by using a Magic action to touch the creature. Once this property has been used, it can't be used again until the next dawn.

Rare variant: Increase the duration to **1 hour**. Once an option of the Min-Max property has been used, that option can't be used again until the next dawn.

Very Rare variant: Increase the duration to **8 hours**. Once an option of the Min-Max property has been used, that option can't be used again until the next dawn.

Self-Eject Saddle

Wondrous Item, Uncommon
Component: Monstrosity (Any With Fly Speed) Pelt

When the going gets tough, the tough get going... and the savvy get out. Don't worry about abandoning your mount, though; it'll be fine! Probably.

This item can be any saddle.

Emergency Exit. While mounted on a creature with this saddle, you can take a Magic action, or a Reaction when you fail a saving throw against an area of effect, to eject yourself from the mount. You and this item are thrown up to **10 feet** vertically and **30 feet** horizontally without provoking Opportunity Attacks, and you ignore the first **10 feet** you fall when calculating damage from Falling in this way. If you end this movement outside the area of effect that triggered the saving throw, you are unaffected by it.

Rare variant: Increase the distance thrown to up to **20 feet** vertically and **40 feet** horizontally. You don't take damage from Falling in this way. After you're ejected, this item teleports itself back onto the creature that was wearing it.

Shiftshoes

Wondrous Item, Uncommon
Component: Aberration (Anomaly) Heart

As the markets of the Timespun Sands flooded with horseshoes boldly advertising that they would let a mount 'gallop so fast it's practically teleporting', farriers all across the land were forced to push ever further to stand out. This felt like the logical next step.

This item functions as Mountshoes.

Hover-Horse. A creature wearing these Mountshoes hovers 1 foot off the ground as it moves, ignoring Difficult Terrain caused by hazards on the ground.

Shift State. While mounted on a creature wearing these Mountshoes, you can take a Bonus Action to activate the item for **1 minut**e. For the duration, whenever the mount would move, it teleports to an unoccupied space instead, alongside everything it's wearing or carrying and all creatures riding it. The mount treats teleporting in this way as if it had moved an equivalent distance, deducting the distance from its Speed to determine how far it can teleport on each turn. Once this property is activated, it can't be used again until the next dawn.

Rare variant: The Shift State property can be activated twice, regaining all expended uses daily at dawn.

Very Rare variant: The Shift State property can be activated twice, regaining all expended uses daily at dawn. While the Shift State property is active, the mount exists in a state of partial intangibility, gaining Resistance to Bludgeoning, Piercing, and Slashing damage.

Shiftshoes

CHAPTER 10
SPELLS

Spells

Ibus rempos porro ex eaqui ut vellum quiamet es quodi nonesent fuga. Ut antius ent volupta sperum faceptate offic te voluptae. Ces delique cus et odipsam id quatur?

This chapter contains # spells; # brand new ones and # from other Loot Tavern publications, included here for your convenience. This section lists Loot Tavern spells in alphabetical order.

Bender and Tamer. These new classes were introduced in other Loot Tavern publications: the Bender in *Ryoko's Guide* and the Tamer in *Heliana's Guide*.

Biomancy. Biomantic spells revolve around living matter and its manipulation. If you'd rather not use the School of Biomancy in your world, you can elect to use the alternative school of magic supplied in the spell's meta data line. For example, *Sandskin's* "Level 2 Biomancy* (*can be replaced with Transmutation)" means that, if you elect to include Biomancy in your world, it can be a Biomancy spell. If you don't, it's a Transmutation spell. You can also have it exist in both schools simultaneously, allowing a Wizard to learn and use it as if it came from the school with which they are affiliated.

Spell Lists

Spells By Name

Ammo Dump 252
Anomaly 255
Arcanomagnetic Repulsion 252
Battle Bond 258
Bigger on the Inside 258
Catalogue 252
Charm People 255
Critical Variable 248
Déjà Vu 248
Detect Emotion 247
Divide by Zero 265
Doom Future 248
Dune Hydra 255
Dying Breath 249
Earthen Fist 247
Earthen Uppercut 249
Elevated Earth 256
Endure 260
Enrage 256
Enthusing Cheer 252
Epinephrine 249
Extreme Acceleration 249
Fast Forward 253
Favourable Winds 260
Finger Gun 247
Foreboding 261
Freeze Frame 256
Freezing Fog 253
Friction 247
Frighten 253
Glimpse Infinity 263
Gravity Lapse 253
Hallucinogenic Cloud 253
Initiative 250
Lingering Image 256
Lion's Roar 258
Magnetism 250
Magnetobolt 248
Non-Euclidian Battlefield 259
Paradoxify 257
Perfect Timing 257
Point-Blank 250
Protection 254
Quicksand 261
Raise Horde 264
Repulsing Palm 250
Rewind 259
Rewrite Reality 265
Sandskin 254
Sandstorm 261
Sand Tomb 259
Sap Sustenance 251
See Future Death 251
Shackle 251
Shackles of Pain 260
Snakebite 254
Soften Descent 248
Soul Rend 260
Spikeskin 251
Static Charge 248
Summon Jinn 262
Summon Plant 254
Timeskip 257
Timewalk 262
Words of Discouragement 251
Wormhole 257

Spells By Level

The following list of spells are organised by level first and then alphabetically.

Cantrips

Detect Emotion 247
Earthen Fist 247
Finger Gun 247
Friction 247
Magnetobolt 248
Soften Descent 248
Static Charge 248

Level 1

Critical Variable 248
Déjà Vu 248
Doom Future 248
Dying Breath 249
Earthen Uppercut 249
Epinephrine 249
Extreme Acceleration 249
Initiative 250
Magnetism 250
Point-Blank 250
Repulsing Palm 250
Sap Sustenance 251
See Future Death 251
Shackle 251
Spikeskin 251
Words of Discouragement 251

Level 2

Arcanomagnetic Repulsion 252
Ammo Dump 252
Catalogue 252
Enthusing Cheer 252
Fast Forward 253
Freezing Fog 253
Frighten 253
Gravity Lapse 253
Hallucinogenic Cloud 253
Protection 254
Sandskin 254
Snakebite 254
Summon Plant 254

Level 3

Anomaly 255
Charm People 255
Dune Hydra 255
Elevated Earth 256
Enrage 256
Freeze Frame 256
Lingering Image 256
Paradoxify 257
Perfect Timing 257
Timeskip 257
Wormhole 257

Level 4

Battle Bond 258
Bigger on the Inside 258
Lion's Roar 258
Non-Euclidian Battlefield 259
Rewind 259
Sand Tomb 259
Shackles of Pain 260
Soul Rend 260

Level 5

Endure 260
Favourable Winds 260
Foreboding 261
Quicksand 261
Sandstorm 261
Timewalk 262

Level 6

Summon Jinn 262

Level 7

Glimpse Infinity 263
Raise Horde 264
Rewrite Reality 265

Level 9

Divide by Zero 265

Spells By Class

This section lists the spells in this book separated by the classes which have access to them.

Bard

Cantrips

Detect Emotion 247
Friction 247
Soften Descent 248

Level 1

Critical Variable 248
Déjà Vu 248
Earthen Uppercut 249
Extreme Acceleration 249
Initiative 250
Magnetism 250
Repulsing Palm 250
See Future Death 251
Shackle 251
Words of Discouragement 251

Level 2

Catalogue 252
Enthusing Cheer 252
Fast Forward 253
Frighten 253
Gravity Lapse 253
Protection 254

Level 3

Charm People 255
Dune Hydra 255
Enrage 256
Wormhole 257

Level 4

Bigger on the Inside 258
Non-Euclidian Battlefield 259
Shackles of Pain 260

Level 5

Favourable Winds 260

Level 6

—

Level 7

Rewrite Reality 265

Level 8

—

Level 9

Divide by Zero 265

Bender (Air)

Cantrips

Detect Emotion 247
Finger Gun 247
Friction 247
Soften Descent 248
Static Charge 248

Level 1

Extreme Acceleration 249
Repulsing Palm 250

Level 2

Gravity Lapse 253

Level 3

—

Level 4

—

Level 5

Favourable Winds 260
Sandstorm 261

Bender (Earth)

Cantrips

Detect Emotion 247
Earthen Fist 247
Friction 247

Level 1

Earthen Uppercut 249
Magnetism 250

Level 2

Gravity Lapse 253
Protection 254
Sandskin 254
Snakebite 254

Level 3

Dune Hydra 255
Elevated Earth 256

Level 4

Sand Tomb 259

Level 5

Endure 260
Quicksand 261

Bender (Fire)

Level 1
Point-Blank 250

Level 2
—

Level 3
—

Level 4
Lion's Roar 258

Level 5
—

Bender (Water)

Cantrips
Detect Emotion 247
Friction 247

Level 1
Dying Breath 249

Level 2
Freezing Fog 253
Frighten 253

Level 3
Lingering Image 256

Level 4
—

Level 5
—

Cleric

Cantrips
—

Level 1
Repulsing Palm 250
Sap Sustenance 251
See Future Death 251
Shackle 251

Level 2
Arcanomagnetic Repulsion .. 252
Catalogue 252
Protection 254
Sandskin 254

Level 3
Freeze Frame 256

Level 4
Sand Tomb 259
Shackles of Pain 260
Soul Rend 260

Level 4
Sand Tomb 259
Shackles of Pain 260
Soul Rend 260

Level 5
Endure 260
Favourable Winds 260
Foreboding 261
Sandstorm 261
Timewalk 262

Level 6
—

Level 7
Glimpse Infinity 263
Raise Horde 264
Rewrite Reality 265

Level 8
—

Level 9
—

Druid

Cantrips
Detect Emotion 247
Earthen Fist 247
Finger Gun 247
Friction 247
Magnetobolt 248
Soften Descent 248

Level 1
Dying Breath 249
Earthen Uppercut 249
Epinephrine 249
Point-Blank 250
Sap Sustenance 251
See Future Death 251
Shackle 251
Spikeskin 251

Level 2
Arcanomagnetic Repulsion .. 252
Freezing Fog 253
Gravity Lapse 253
Hallucinogenic Cloud 253
Protection 254
Sandskin 254
Snakebite 254
Summon Plant 254

Level 3
Charm People 255
Dune Hydra 255
Elevated Earth 256
Lingering Image 256

Level 4
Battle Bond 258
Lion's Roar 258
Soul Rend 260

Level 5
Endure 260
Favourable Winds 260
Foreboding 261
Quicksand 261
Sandstorm 261

Level 6
Summon Jinn 262

Level 7
—

Level 8
—

Level 9
—

Paladin

Level 1
Repulsing Palm 250
Shackle 251

Level 2
Enthusing Cheer 252
Protection 254

Level 3
—

Level 4
Shackles of Pain 260

Level 5
Endure 260

Ranger

Level 1
Epinephrine 249
Initiative 250
Repulsing Palm 250
Sap Sustenance 251
Spikeskin 251

Level 2
Ammo Dump 252
Fast Forward 253
Freezing Fog 253
Gravity Lapse 253
Hallucinogenic Cloud 253
Protection 254
Sandskin 254
Snakebite 254
Summon Plant 254

Level 3
—

Level 4
Battle Bond 258
Lion's Roar 258

Level 5
Endure 260
Favourable Winds 260
Sandstorm 261

Sorcerer

Cantrips
Detect Emotion 247
Finger Gun 247
Friction 247
Magnetobolt 248
Soften Descent 248
Static Charge 248

Level 1
Déjà Vu 248
Doom Future 248
Epinephrine 249
Extreme Acceleration 249
Initiative 250
Magnetism 250
Point-Blank 250
Sap Sustenance 251
See Future Death 251
Shackle 251

Level 2
Arcanomagnetic Repulsion .. 252
Ammo Dump 252
Enthusing Cheer 252
Fast Forward 253
Freezing Fog 253
Frighten 253
Snakebite 254

Level 3
Anomaly 255
Charm People 255
Enrage 256
Freeze Frame 256
Lingering Image 256
Paradoxify 257
Perfect Timing 257
Timeskip 257
Wormhole 257

Level 4
Bigger on the Inside 258
Lion's Roar 258
Non-Euclidian Battlefield . 259
Rewind 259
Sand Tomb 259

Level 5
Favourable Winds 260
Quicksand 261
Timewalk 262

Level 6
Summon Jinn 262

Level 7
Glimpse Infinity 263
Raise Horde 264
Rewrite Reality 265

Level 8
—

Level 9
Divide by Zero 265

Tamer

Cantrips
Detect Emotion 247
Friction 247
Soften Descent 248
Static Charge 248

Level 1
Critical Variable 248
Epinephrine 249
Initiative 250
Magnetism 250
Spikeskin 251

Level 2
Enthusing Cheer 252
Freezing Fog 253
Frighten 253
Gravity Lapse 253
Protection 254

Level 3
—

Level 4
Battle Bond 258

Level 5
Endure 260

Warlock

Cantrips
Finger Gun 247
Magnetobolt 248

Level 1
Déjà Vu 248
Doom Future 248
Dying Breath 249
Magnetism 250
Sap Sustenance 251
Shackle 251
Words of Discouragement .. 251

Level 2
Arcanomagnetic Repulsion .. 252
Enthusing Cheer 252
Frighten 253

Level 3
Anomaly 255
Charm People 255
Dune Hydra 255
Elevated Earth 256
Enrage 256
Lingering Image 256
Paradoxify 257
Timeskip 257

Level 4
Battle Bond 258
Non-Euclidian Battlefield . 259
Rewind 259
Sand Tomb 259
Shackles of Pain 260
Soul Rend 260

Level 5
Endure 260

Level 6
Summon Jinn 262

Level 7
Raise Horde 264
Rewrite Reality 265

Level 8
—

Level 9
Divide by Zero 265

Wizard

Cantrips
Magnetobolt 248
Soften Descent 248
Static Charge 248

Level 1
Critical Variable 248
Déjà Vu 248
Doom Future 248
Earthen Uppercut 249
Epinephrine 249
Extreme Acceleration 249
Initiative 250
Magnetism 250
Repulsing Palm 250
Sap Sustenance 251
See Future Death 251
Shackle 251
Words of Discouragement .. 251

Level 2
Arcanomagnetic Repulsion .. 252
Catalogue 252
Enthusing Cheer 252
Fast Forward 253
Freezing Fog 253
Frighten 253
Gravity Lapse 253
Sandskin 254
Snakebite 254

Level 3
Anomaly 255
Charm People 255
Elevated Earth 256
Freeze Frame 256
Lingering Image 256
Paradoxify 257
Perfect Timing 257
Timeskip 257
Wormhole 257

Level 4
Battle Bond 258
Bigger on the Inside 258
Lion's Roar 258
Non-Euclidian Battlefield . 259
Rewind 259
Sand Tomb 259
Shackles of Pain 260

Level 5
Favourable Winds 260
Foreboding 261
Quicksand 261
Sandstorm 261
Timewalk 262

Level 6
Summon Jinn 262

Level 7
Glimpse Infinity 263
Raise Horde 264
Rewrite Reality 265

Level 8
—

Level 9
Divide by Zero 265

Spell Descriptions

These spells are presented in alphabetical order.

Cantrips

Detect Emotion

Divination Cantrip

Casting Time: Bonus Action
Range: Self
Components: S
Duration: Concentration, up to 1 minute
Class: Bard, Bender (Air, Earth, Water), Druid, Sorcerer, Tamer

You gain a preternatural ability to detect the most prominent emotion of creatures near you. As part of the action you use to cast this spell and as a Bonus Action on subsequent turns, you can focus on one creature you can see within **15 feet** of you. The creature must succeed on a **Wisdom saving throw**, or you learn which emotion it feels most strongly at that moment: Anger, Disgust, Joy, Fear, Sadness, or Surprise.

Cantrip Upgrade. The range at which you can detect a creature's emotion increases when you reach levels 5 (**30 feet**), 11 (**60 feet**), and 17 (**120 feet**).

Earthen Fist

Conjuration Cantrip

Casting Time: Action
Range: 10 feet
Components: S
Duration: Instantaneous
Class: Bender (Earth), Druid

You conjure a fist or foot made of rock and earth, punching it towards a creature within **10 feet** of you. Make a melee spell attack against the target. On a hit, the target takes **1d8** Bludgeoning damage and must make a **Strength saving throw**. On a failed save, you either knock it **Prone** or push it **5 feet** directly away from you (your choice).

Cantrip Upgrade. The damage and distance a target is pushed increases when you reach levels 5 (**2d8** and **10 feet**), 11 (**3d8** and **15 feet**), and 17 (**4d8** and **20 feet**).

Finger Gun

Evocation Cantrip

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Instantaneous
Class: Bender (Air), Druid, Sorcerer, Warlock

You point a finger at a target and release a bullet of arcane energy from it. Make a **ranged spell attack** against the target. On a hit, the target takes **1d6** Force damage. You score a Critical Hit with this spell if you roll a **19** or higher on the d20.

Cantrip Upgrade. The damage increases by **1d6** and the minimum roll you need on the d20 to score a Critical Hit decreases by **1** when you reach levels 5 (**2d6** and **18**), 11 (**3d6** and **17**), and 17 (**4d6** and **16**).

Friction

Abjuration Cantrip

Casting Time: Reaction, which you take when you or a willing creature you can see is moved against its will
Range: 5 feet
Components: S
Duration: Instantaneous
Class: Bard, Bender (Air, Earth, Water), Druid, Sorcerer, Tamer

You increase the friction experienced with the air and surfaces the target creature touches, reducing the distance it's moved by **10 feet**.

Cantrip Upgrade. The range of the spell and total distance you are moved decreases further when you reach levels 5 (**30 feet** and **15 feet**), 11 (**60 feet** and **20 feet**), and 17 (**90 feet** and **30 feet**).

Magnetobolt

Evocation Cantrip

Casting Time: Action
Range: 90 feet
Components: V, S
Duration: Instantaneous
Class: Druid, Sorcerer, Warlock, Wizard

A near-invisible pulse of arcanomagnetic energy shoots towards a creature within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d6** Force damage and must succeed on a **Strength saving throw** or be knocked **Prone**. A creature made of ferrous metal or wearing ferrous armour has **Disadvantage** on this saving throw.

Cantrip Upgrade. The damage increases by **1d6** when you reach levels 5 (**2d6**), 11 (**3d6**), and 17 (**4d6**).

Soften Descent

Transmutation Cantrip

Casting Time: Reaction, which you take when you are about to hit a surface after falling
Range: Self
Components: S
Duration: Instantaneous
Class: Bard, Bender (Air), Druid, Sorcerer, Tamer, Wizard

With a gesture, you cause an updraft in the air, slowing your descent. You ignore the first 30 feet when calculating damage from the fall.

Cantrip Upgrade. This spell ignores an additional 30 feet of falling damage when you reach levels 5 (60 feet), 11 (90 feet), and 17 (120 feet).

Static Charge

Abjuration Cantrip

Casting Time: Action
Range: Touch
Components: S, M (a pair of socks)
Duration: Instantaneous
Class: Bender (Air), Sorcerer, Tamer, Wizard

You create a strong static charge in a creature you touch. The next time the target is hit with a melee weapon attack before the start of your next turn, the attacker takes **1d6** Lightning damage.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (**2d6**), 11 (**3d6**), and 17 (**4d6**).

Level 1

Critical Variable

Level 1 Divination

Casting Time: Action
Range: Touch
Components: V, S
Duration: 1 hour
Class: Bard, Tamer, Wizard

You touch a willing creature and magically enhance the probability of success. Roll 1d10 and record the result. For the duration, whenever the target rolls the result on an attack roll, that attack is considered a Critical Hit. A creature can't benefit from more than one casting of this spell at a time.

Déjà Vu

Level 1 Divination

Casting Time: Action
Range: 30 feet
Components: V, S, M (a broken timepiece)
Duration: Concentration, up to 1 minute
Class: Bard, Sorcerer, Warlock, Wizard

With a circular motion of your hand, you attempt to trap a creature in an endless loop. Choose a creature that you can see within range. For the duration of the spell, that creature must make a **Wisdom saving throw** at the start of each of its turns. On a failed save, it must use its action to repeat the action it took on its previous turn.

The specific details of the repeated action can change (such as choosing different targets for a Multiattack action, or choosing different spells when casting spells using the Magic action). If the creature isn't able to perform the same action, the action is wasted.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1. The creatures must be within **30 feet** of each other when you target them.

Doom Future

Level 1 Divination

Casting Time: Action
Range: 60 feet
Components: V, S, M (a timeshard)
Duration: 1 round
Class: Cleric, Sorcerer, Warlock, Wizard

You peer into the future of a creature you can see within range, dooming one of its possible timelines. When you cast this spell, choose one of the following activities:

- Making an attack
- Casting a spell
- Taking the Dash, Disengage, or Dodge action

The creature is aware of the effect placed upon it and the action you chose. If the creature performs the activity you chose before the end of its next turn, it takes **3d6** Force damage and the spell ends.

Using a Higher-Level Spell Slot. The damage increases by **1d6** for each spell slot level above 1.

Dying Breath

Level 1 Necromancy

Casting Time: Action
Range: Touch
Components: V, S, M (a diamond worth at least 50 GP)
Duration: 1 minute
Class: Bender (Water), Cleric, Druid, Warlock

You touch a creature that has died within the last minute, forcing a fleeting remnant of life into its body. That creature returns to life with **1** Hit Point and **20** Temporary Hit Points. When the spell ends, the creature immediately dies again. This effect can't be prevented by spells or effects that would prevent death, such as *Death Ward*.

At the end of each of the resurrected creature's turns, it rolls a **d20**. If the result is equal to or greater than the number of Temporary Hit Points it has remaining, the spell ends.

Using a Higher-Level Spell Slot. The target gains an additional **10** Temporary Hit Points for each spell slot level above 1.

Earthen Uppercut

Level 1 Transmutation

Casting Time: Action
Range: Self
Components: S, M (a mosaic tile)
Duration: Instantaneous
Class: Bender (Earth), Druid, Wizard

The ground in a **30-foot-long, 10-foot-wide Line** extending from you erupts, throwing stones up to **10 feet** high. Each creature in the area must make a **Dexterity saving throw**. On a failure, a creature takes **1d10** Bludgeoning damage and is flung **10 feet** in a direction of your choice where it lands **Prone**. On a success, a creature takes half as much damage and isn't flung.

Using a Higher-Level Spell Slot. The damage increases by **1d10** and the distance you can fling a target increases by **5 feet** for each spell slot level above 1.

Epinephrine

Level 1 Biomancy spell (*can be replaced with Transmutation)*

Casting Time: Bonus Action
Range: Self
Components: S, M (a chili pepper seed)
Duration: Instantaneous
Class: Druid, Ranger, Sorcerer, Tamer, Wizard

A fiery sensation runs through your veins, invigorating you for but a moment. Your Speed increases by **30 feet** and you immediately take the Disengage action and can move up to your Speed. At the start of your next turn, you lose this Speed increase and gain 1 **Exhaustion** level. This Exhaustion is removed when you spend at least **10 minutes** resting.

Using a Higher-Level Spell Slot. The bonus to your Speed increases by **10 feet** for each spell slot level above 1.

Extreme Acceleration

Level 1 Transmutation

Casting Time: Action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bard, Bender (Air), Sorcerer, Wizard

You imbue a creature you can see within range with uncontrollable velocity. For the duration, the first time that creature attempts to move on each of its turns, it makes a **Strength saving throw**. On a failed save, it's pushed **30 feet** in a straight line in the direction in which it tried to move, stopping early if it collides with a creature or object no more than one size smaller than it.

2014

Extreme Acceleration

If you are using the 2014 version of the 5e rules, a creature can choose to fail its saving throw against the *Extreme Acceleration* spell.

Initiative

Level 1 Enchantment

Casting Time: 1 Reaction, which you take when Initiative is rolled
Range: 30 feet
Components: V, S, M (a coffee bean)
Duration: Instantaneous
Class: Bard, Ranger, Sorcerer, Tamer, Wizard

Choose a willing creature you can see within range also rolling Initiative; it begins to subtly jitter as its pupils dilate. If the target is Surprised, it is no longer Surprised and rolls Initiative as normal. If the target is not Surprised, it gains **Advantage** on its Initiative roll.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

2014

Initiative Spell

The Surprise condition in the 2014 version of the 5e rules has a different effect. When this spell removes the Surprised condition from a target, the target can act in the first round as normal.

Magnetism

Level 1 Transmutation

Casting Time: Bonus Action
Range: 30 feet
Components: V, S, M (a piece of meteorite)
Duration: 1 round
Class: Bard, Bender (Earth), Sorcerer, Tamer, Warlock, Wizard

You magnetically charge two targets, which can be metal objects or creatures wearing metal armour or made of metal, that you can see within range. Until the end of your next turn, the first time the targets exist within **30 feet** of each other, each target must make a **Strength saving throw**. A creature has **Disadvantage** on this saving throw if it is not holding onto an object anchored to a surface. Objects that weigh equal to or less than thirty times your spellcasting ability score in pounds automatically fail this saving throw; objects that weigh more automatically succeed.

On a failure, a target immediately flies 30 feet in a straight line towards the other target and its Speed is reduced to **0 feet** until the end of your next turn. Until the end of your next turn, the two targets can only be separated if a creature within reach of a target uses its action to make a Strength (Athletics) check against your **spell save DC** and succeeds, at which point the spell ends. If both targets fail the saving throw, each takes **2d8** Bludgeoning damage when they collide.

Using a Higher-Level Spell Slot. The range, proximity, and distance flown all increase by 10 feet and the damage increases by **1d8** for each spell slot level above 1.

Point-Blank

Level 1 Evocation

Casting Time: Action
Range: Touch
Components: V, S
Duration: Instantaneous
Class: Bender (Fire), Druid, Sorcerer

You touch a creature with your outstretched fingers and ignite the air around them, choosing from one of the options below. The creature must make a **Constitution saving throw**, suffering the effects of the chosen option depending on the result:

Killer Kick. On a failed save, the creature is pushed up to **30 feet** horizontally directly away from you, after which it's knocked **Prone**.

Muzzle Flash. On a failed save, the creature is **Blinded** and **Deafened** until the end of your next turn.

Powder Burn. The creature takes **3d8** Fire damage on a failed save, or half as much damage on a successful one.

Using a Higher-Level Spell Slot. You can choose to increase the damage of the Powder Burn option by **1d8**, or choose the effects of one additional option to add to the initial one for each spell slot level above 1.

Repulsing Palm

Level 1 Evocation

Casting Time: Action
Range: Self
Components: S
Duration: Instantaneous
Class: Bard, Bender (Air), Cleric, Paladin, Ranger, Wizard

You empower yourself with the unimpedable motion of a tectonic plate. Make an Unarmed Strike or melee attack with a weapon you're holding against one creature within your reach. On a hit, the target suffers the attack's normal effects, and if the target is Large or smaller, you can choose to push it up to **30 feet** directly away from you.

If the target collides with an object or creature, it stops moving, falls **Prone**, and takes **2d8** Bludgeoning damage.

If it collides with an object, the object takes **2d8** Bludgeoning damage. If it collides with a creature, that creature must make a **Dexterity saving throw**, taking **2d8** Bludgeoning damage and being knocked **Prone** on a failed save, or taking half as much damage and not falling prone on a successful one.

Using a Higher-Level Spell Slot. The damage upon collision increases by **1d8** for each spell slot level above 1.

Sap Sustenance

Level 1 Necromancy

Casting Time: Action or Ritual
Range: Touch
Components: V, S
Duration: Instantaneous
Class: Cleric, Druid, Ranger, Warlock, Sorcerer, Wizard

You choose a creature of your size or larger within range, which must remain within range for the entire casting of the spell, and drain the sustenance from its body. The creature must make a **Constitution saving throw**. On a failed save, it suffers from Dehydration and Malnutrition, and you gain enough nourishment to sustain yourself for **24 hours**. A creature that doesn't need to eat or drink, such as most Constructs and Undead, is unaffected by this spell.

See Future Death

Level 1 Divination

Casting Time: Action
Range: Self
Components: S, M (a piece of broken mirror)
Duration: 1 minute
Class: Bard, Cleric, Druid, Sorcerer, Wizard

You peer into the divergent potentials of the future, your attention drawn to moments of your own harm. For the duration, any Critical Hits you suffer become normal hits, and Opportunity Attacks against you have **Disadvantage**. In addition, when an attacker hits you with an attack roll or you fail a Strength or **Dexterity saving throw**, you can take a Reaction to roll **2d4** and add the result to your AC against that attack or to the result of the saving throw, potentially turning a hit into a miss or a failure into a success. Once you take this Reaction, the spell ends early.

Using a Higher-Level Spell Slot. The number of times you can take the Reaction before the spell ends early for you increases by 1 for each spell slot level above 1, and the spell's duration is longer with a spell slot of level 3 (**10 minutes**), 5 (**1 hour**), 7 (**8 hours**), and 9 (**24 hours**).

Shackle

Level 1 Conjuration

Casting Time: Action
Range: 90 feet
Components: V, S, M (a manacle's link)
Duration: Concentration, up to 1 minute
Class: Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard

You point at a creature you can see within range, conjuring ethereal manacles that attempt to bind its limbs. The target must succeed on a **Strength saving throw** or, for the duration, its Speed is halved, it has **Disadvantage** on attack rolls and **Dexterity saving throws**, and attack rolls against it have **Advantage**. In addition, righting itself from Prone costs the creature twice as much movement as usual. A creature Immune to being Restrained automatically succeeds on its saving throw against this spell.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

Spikeskin

Level 1 Biomancy (*can be replaced with Transmutation)*

Casting Time: Action
Range: Touch
Components: V, S, M (a handful of needles)
Duration: Concentration, up to 10 minutes
Class: Druid, Ranger, Tamer

You touch a willing creature, causing spikes to grow from its skin like needles on a cactus or quills on a porcupine. For the duration, whenever the creature becomes Grappled or is hit by a melee attack from a creature within **5 feet** of it, the attacker or Grappler takes **1d6** Piercing damage.

Using a Higher-Level Spell Slot. The damage increases by **1d6** for every two spell slot levels above 1.

Words of Discouragement

Level 1 Enchantment

Casting Time: Action
Range: 60 feet
Components: V
Duration: Instantaneous
Class: Bard, Warlock, Wizard

You launch a diatribe against a creature you can see within range, listing its shortcomings and failures and attempting to rouse its insecurities. If the creature can

hear you and understands a language (though it need not understand you specifically), it must make a **Wisdom saving throw**. On a failed save, it takes **2d8** Psychic damage and becomes timorous for **1 minute** or until it succeeds on an ability check or attack roll. On a successful save, a creature takes half as much damage and doesn't become timorous. A timorous creature makes ability checks and attack rolls with Disadvantage and, if it rolls a 1 on the d20 for any of these rolls, it takes **2d8** Psychic damage.

Using a Higher-Level Spell Slot. The initial damage increases by **1d8** for each spell slot level above 1.

Level 2

Arcanomagnetic Repulsion

Level 2 Abjuration

Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Class: Cleric, Druid, Sorcerer, Warlock, Wizard

You emit waves of arcanomagnetic energy, distorting the trajectories of ferrous items. For the duration, attacks using ferrous weapons or ammunition made against you have **Disadvantage**. In addition, the area within **20 feet** of you is Difficult Terrain for creatures that are made of ferrous metal or are wearing ferrous armour.

Magnetic Pulse. When you cast this spell and as a Bonus Action on your subsequent turns, you can force one Huge or smaller creature that is experiencing this Difficult Terrain to make a **Strength saving throw**. On a failure, it takes **1d6** Force damage and is knocked **Prone**.

Using a Higher-Level Spell Slot. The radius of the Difficult Terrain increases by **5 feet** and the damage increases by **1d6** for each spell slot level above 2.

Ammo Dump

Level 2 Conjuration

Casting Time: Bonus Action
Range: Self
Components: V, S, M (assorted ammunition worth at least 50 GP)
Duration: Concentration, up to 10 minutes
Class: Ranger, Sorcerer

The satisfying mechanical crunches of reloading weapons fill the air in a **30-foot Emanation** originating from you. For the duration, each creature of your choice in the area can choose to ignore the Loading and Reload properties of weapons it's holding, as ammunition it carries is instantly teleported into those weapons. Additionally, each time an affected creature makes a ranged attack with a weapon that uses ammunition, it can choose to magically conjure a piece of ammunition into its weapon instead of having it teleported. If it does, the attack doesn't use the creature's ammunition, and deals Force damage instead of its normal damage type. Ammunition produced by this spell disintegrates after it hits or misses a target.

Catalogue

Level 2 Divination

Casting Time: 1 minute or Ritual
Range: Touch
Components: V, S, M (a blank book worth at least 25 GP)
Duration: 1 hour
Class: Bard, Cleric, Wizard

You touch a point and magically catalogue a collection within a **60-foot radius** of it. For the duration, while in this area and holding the book used to cast this spell, you can take the Magic action to speak one word. The book is magically inscribed with the contents of all written materials, drawings, and diagrams currently in the area that relate to that word. The text produced by this spell replaces information related to any other word spoken previously and disappears when the spell ends. Magical items and documents (as well as a wizard's spellbook) are unaffected by this spell. The spell ends early if you cast it again.

Enthusing Cheer

Level 2 Enchantment

Casting Time: Bonus Action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Bard, Paladin, Sorcerer, Tamer, Warlock, Wizard

You jollify up to four willing creatures of your choice (other than yourself) within range. Each creature ceases being Frightened, gains **1d4** Temporary Hit Points, and can immediately make a saving throw against any effect that is causing it to be **Incapacitated**, Stunned, or Paralysed.

Fast Forward

Level 2 Transmutation

Casting Time: Bonus Action
Range: 60 feet
Components: S
Duration: Instantaneous
Class: Bard, Ranger, Sorcerer, Wizard

You briefly speed up time surrounding a creature you can see within range. The creature can immediately move up to its Speed without provoking Opportunity Attacks and regains its Reaction if it was expended.

Freezing Fog

Level 2 Conjuration

Casting Time: Bonus Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bender (Water), Druid, Ranger, Sorcerer, Tamer, Wizard

You create a **15-foot-radius Sphere** of icy fog centred on a point within range. The Sphere is Heavily Obscured. It lasts for the duration or until a strong wind (such as the one created by *Gust of Wind*) disperses it. Whenever a creature enters the Sphere or starts its turn there, it becomes **Wet**. A Wet creature that takes Cold damage while in the area is **Restrained** until the end of its next turn or until it takes Fire damage.

Using a Higher-Level Spell Slot. The fog's radius increases by **5 feet** for each spell slot level above 2.

Frighten

Level 2 Enchantment

Casting Time: Action
Range: 60 feet
Components: V, S, M (a tiny, creepy doll)
Duration: 1 minute
Class: Bard, Bender (Water), Sorcerer, Tamer, Warlock, Wizard

You attempt to instill the sensation of impending doom in a creature you can see within range. A Construct or Undead is immune to this effect. The target must succeed on a **Wisdom saving throw** or become **Frightened** of one creature or object of your choice for the duration.

The Frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends on a creature that hits the source of its fear with an attack.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2. The creatures must be within **30 feet** of each other when you target them.

Gravity Lapse

Level 2 Transmutation

Casting Time: 1 minute or Ritual
Range: 30 feet
Components: V, S, M (a timeshard worth at least 10 GP, which the spell consumes)
Duration: 1 hour
Class: Bard, Bender (Air, Earth), Druid, Ranger, Tamer, Wizard

You increase the Speed of up to three willing creatures you can see within range by 10 feet. In addition, the maximum long and high jump of a creature affected by this spell is increased by **5 feet** and 2 feet, respectively.

Using a Higher-Level Spell Slot. The number of creatures that can benefit from this spell increases by one for each spell slot level above 2.

Hallucinogenic Cloud

Level 2 Conjuration

Casting Time: Action
Range: 60 feet (20-foot-radius Sphere)
Components: V, S, M (a cactus flower)
Duration: Concentration, up to 1 minute
Class: Druid, Ranger

You create a burst of brightly coloured, hallucinogenic pollen in a **20-foot-radius Sphere** centred on a point within range. Each creature in the area must make a **Wisdom saving throw**. On a failed save, the creature sees hallucinations of horrifying monsters all around it, and is **Frightened** of those visions for the duration. A creature that ends its turn Frightened in this way takes **2d6** Psychic damage and must immediately use its Reaction to uselessly attack one of the hallucinations, after which it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Using a Higher-Level Spell Slot. The damage increases by **1d6** for each spell slot level above 2.

Protection

Level 2 Abjuration

Casting Time: Action
Range: 30 feet
Components: V, S, M (a miniature silver shield worth 10+ GP, which the spell consumes)
Duration: Concentration, up to 1 hour
Class: Bard, Bender (Earth), Cleric, Druid, Paladin, Ranger, Tamer

You trace a warding sigil in the air, sending it to slowly circle a willing creature you can see for the next **hour**. Immediately before the target next takes damage, except Psychic damage, the ward triggers. Until the end of the target's next turn, it has **Resistance** to all damage excluding Psychic, including the triggering damage. The warding sigil then disappears, and the spell ends on the target.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 2.

Sandskin

Level 2 Biomancy (*can be replaced with Transmutation)*

Casting Time: Action
Range: Self
Components: S, M (a handful of wet sand)
Duration: 10 minutes
Class: Bender (Earth), Cleric, Druid, Ranger, Wizard

You transmute the outer layer of your skin into coarse, protective sand that dampens the power of physical strikes. For the duration, any nonmagical Bludgeoning, Piercing, or Slashing damage you take is reduced by **3**.

Using a Higher-Level Spell Slot. The damage reduction increases by 1 for every spell slot level above 2.

Snakebite

Level 2 Conjuration

Casting Time: Action
Range: Self
Components: V, S, M (some sand)
Duration: Concentration, up to 1 minute
Class: Bender (Earth), Druid, Ranger, Sorcerer, Wizard

You conjure a sinuous, fanged snake of shifting dirt and sliding sand that moves with you, wielding it like an extension of your body for the duration. When you conjure the snake and as a Bonus Action on your subsequent turns, you can cause one of the following effects with it:

Earthroot. The snake coils around you or a willing creature of your choice within **30 feet** of you as a fortification of earth. Until the start of your next turn, the affected creature automatically succeeds on ability checks and saving throws to avoid being moved against its will or knocked **Prone**.

Sandstorm. The snake disintegrates into a cloud of fine particles, surging towards a creature within **30 feet** of you. The target must succeed on a **Constitution saving throw** or be **Blinded** until the start of your next turn.

Tetanus Tooth. The snake turns into a long, jagged tooth, stabbing at a creature within **20 feet** of you. Make a melee spell attack against the target. On a hit, it takes **1d6** Piercing damage and **1d6** Poison damage, and it must succeed on a **Constitution saving throw** or be **Poisoned** until the end of your next turn.

Using a Higher-Level Spell Slot. The Poison damage from the Tetanus Tooth option increases by **1d6** for each spell slot level above 2.

Summon Plant

Level 2 Conjuration

Casting Time: Action
Range: 90 feet
Components: V, S, M (a pouch of silver seeds worth at least 200 GP)
Duration: Concentration, up to 1 hour
Class: Druid, Ranger

You call forth a botanical spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Botanical Spirit stat block. When you cast the spell, choose a classification: Arboreal, Floral, or Herbal. The creature resembles an animated plant of your choice that would belong to the chosen classification, which determines certain traits in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

BOTANICAL SPIRIT

Small Plant, Neutral

AC 11 + the spell's level **Initiative -1** (9)
HP 35 (Arboreal only) or 25 (Floral or Herbal only) + 5 for each spell slot level above 2 **Perception +3** (13)
Speed 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	16	8	1	6	16	6
Mod (Save)	+3	-1	+4	-2	+3	-2

Condition Immunities (Herbal Only) Charmed, Frightened, Poisoned
Senses Blindsight 30 ft.
Languages Understands the languages you know
CR None **PB** equals your Proficiency Bonus

Traits

Remedy (Herbal Only). Creatures within **5 feet** of the spirit have **Advantage** on saving throws against the Charmed, Frightened, and Poisoned conditions.

Rooted Fortification (Arboreal Only). If the spirit ends its turn without using any movement, it gains a **+2 bonus** to AC until the start of its next turn.

Toxic Pollen (Floral Only). Whenever the spirit hits a creature with a Lash attack, the creature must succeed on a **Constitution saving throw** against your **spell save DC** or be **Poisoned** for **1 minute**. Once a creature has succeeded on this saving throw, it is immune to this trait for **24 hours**.

Actions

Multiattack. The spirit makes a number of attacks equal to half this spell's level (rounded down).

Lash. *Melee Weapon Attack:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* **1d8 + 3** + the spell's level Slashing damage.

Level 3

Anomaly

Level 3 Conjuration

Casting Time: Action
Range: 60 feet
Components: V, S, M (a desiccated worm)
Duration: Instantaneous
Class: Sorcerer, Warlock, Wizard

You attempt to displace a creature using a miniature wormhole. Choose a creature and an unoccupied space you can see within range; the creature must make a **Charisma saving throw**. On a failed save, it takes **6d6** Force damage and is teleported to the unoccupied space if there is enough room for it. On a success, it takes half as much damage only. A Huge or larger creature automatically succeeds on this saving throw.

Using a Higher-Level Spell Slot. You can affect one additional creature for each two spell slot levels above 3, teleporting each to a different unoccupied space, all of which you must be able to see within range. The size category of creatures that automatically succeed on the saving throw increases with a spell slot of level 5–6 (only Gargantuan) or 7+ (no creatures).

Charm People

Level 3 Enchantment

Casting Time: Action
Range: 60 feet
Components: V, S, M (perfume)
Duration: Concentration, up to 10 minutes
Class: Bard, Druid, Sorcerer, Warlock, Wizard

You attempt to charm a group of people. Up to six Humanoids of your choice in a **20-foot-radius Sphere** centered on a point you choose within range must make a **Wisdom saving throw**. If a creature fails the saving throw, it is Charmed by you until the spell ends or until you or your companions do anything harmful to it. The Charmed creatures regard you as a friendly acquaintance. When the spell ends, a creature knows it.

Dune Hydra

Level 3 Conjuration

Casting Time: Action
Range: Self
Components: V, S, M (a sandstone serpent)
Duration: Concentration, up to 1 minute
Class: Bard, Bender (Earth), Druid, Warlock

You conjure a swirling maelstrom of sand and form it into five ribbons, which constantly shift and move in the air around you for the duration. When you conjure these ribbons and as an action on subsequent turns, you can use them to slash at nearby enemies. Each ribbon targets a creature within **15 feet** of you, and they can each target different creatures or the same one. Make a melee spell attack against each creature you targeted. On a hit, the target takes **1d10** Slashing damage for each ribbon that targeted it.

Using a Higher-Level Spell Slot. You conjure one additional ribbon for each spell slot level above 3.

Elevated Earth

Level 3 Transmutation

Casting Time: Action
Range: Self
Components: V, S
Duration: 10 minutes
Class: Bender (Earth), Druid, Warlock, Wizard

You lift yourself up into the air on a mass of swirling dirt, sand, or stone suspended by a vortex beneath it. For the duration, you have a Fly Speed equal to your Speed and can hover, but you can't move higher than 30 feet above a solid or liquid surface. If you are ever more than **30 feet** above the ground, you gently float down until you are within **30 feet** of the ground.

A creature that starts its turn directly beneath you or enters the space directly beneath you must succeed on a **Constitution saving throw** or take **2d4** Bludgeoning damage. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by **1d4** for each spell slot level above 3.

Enrage

Level 3 Enchantment

Casting Time: Action
Range: 120 feet (20-foot-radius Sphere)
Components: V, S, M (a red handkerchief)
Duration: Concentration, up to 1 minute
Class: Bard, Sorcerer, Warlock

You attempt to create violent emotions in a group of people. Each Humanoid in a **20-foot-radius Sphere** centred on a point you choose within range must make a **Charisma saving throw**; a creature can choose to fail this saving throw if it wishes. A creature that fails this saving throw becomes enraged for the duration.

While enraged, a target becomes Hostile towards all creatures. An enraged creature that is concentrating on a spell must succeed on a **DC 10 Constitution saving throw** at the start of each of its turns or lose Concentration on the spell.

As a Magic action, you can force an enraged creature to use its Reaction to make one melee attack with a weapon or an Unarmed Strike against one randomly determined creature within the enraged creature's reach. If the enraged creature was Friendly towards the target of its attack before this spell was cast, the enraged creature can repeat the saving throw immediately after making the attack, ending the effect on itself on a success.

An enraged creature can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. When the spell ends, the creature reverts to its previous disposition again, unless the GM rules otherwise.

Using a Higher-Level Spell Slot. When you take a Magic action to force an enraged creature to make a melee attack with a weapon or an Unarmed Strike, you can force one additional enraged creature to make a melee attack with a weapon or an Unarmed Strike for each spell slot level above 3.

Freeze Frame

Level 3 Transmutation

Casting Time: 1 Reaction, which you take after you're hit by an attack made by a creature within 60 feet of you that you can see
Range: 60 feet
Components: V, S
Duration: Instantaneous
Class: Cleric, Sorcerer, Wizard

You attempt to briefly freeze the creature that attacked you in time. The creature must succeed on a **Constitution saving throw** or be **Stunned** until the end of the current turn. While Stunned in this way, the creature's Speed is reduced to **0 feet**, it can't be moved, and it doesn't fall if it's flying.

Lingering Image

Level 3 Illusion

Casting Time: Action
Range: 30 feet
Components: S, M (a shard of glass)
Duration: Concentration, up to 1 minute
Class: Bender (Water), Druid, Sorcerer, Warlock, Wizard

You teleport to an unoccupied space you can see within range, and you either leave an illusory copy of yourself in the space you left, or you create an illusory copy of yourself in an unoccupied space you can see within range of your original space (your choice). The illusory copy lasts for the duration or until it is hit by an attack. As a Bonus Action, you can move the illusion up to **30 feet** to an unoccupied space you can see that is within range.

A creature that takes a Study action to examine the image can determine that it is an illusion with a successful **Intelligence (Investigation)** check against your **spell save DC**. If a creature discerns the illusion for what it is, the creature can see through the image.

The illusion has an AC equal to 10 plus your spellcasting ability modifier. If a creature hits the illusion with an attack, the illusion dissipates and the creature takes 14 (**4d6**) Psychic damage.

Using a Higher-Level Spell Slot. The damage increases by **1d6** for each spell slot level above 3.

Paradoxify

Level 3 Transmutation

Casting Time: Action
Range: Touch
Components: V, S, M (a Möbius strip)
Duration: Concentration, up to 1 minute
Class: Sorcerer, Warlock, Wizard

You touch a willing creature, causing space and time to warp in its presence. On Initiative count 20 of each round for the duration, before Lair Actions, the affected creature draws a card from the Paradox Deck for its Paradox Creature effect, treating itself as the Paradox Creature. If the effect refers to the creature's CR, it uses the affected creature's level instead, and if it refers to the GM, it uses the creature affected by this spell instead.

Perfect Timing

Level 3 Transmutation

Casting Time: Reaction, which you take when you roll Initiative
Range: 60 feet
Components: V, M (a rabbit's foot and a tortoise shell)
Duration: Instantaneous
Class: Sorcerer, Wizard

Choose up to three creatures you can see within range; you manipulate time around them to make each one enter combat not late, nor early, but precisely when you want. An unwilling creature can make a **Constitution saving throw**, remaining unaffected by the spell's effects on a success. Take the Initiative counts of the affected creatures and redistribute them amongst those creatures in any way you choose. Until the end of their next turn, each affected ally's Speed increases by **15 feet**, and each affected enemy's Speed is reduced by **15 feet**.

Using a Higher-Level Spell Slot. You can target one additional creature, and the change to creatures' Speed increases by **5 feet**, for each spell slot above 3.

Timeskip

Level 3 Conjuration

Casting Time: Action
Range: 30 feet
Components: V, S, M (two arrows)
Duration: Instantaneous
Class: Sorcerer, Warlock, Wizard

Up to four willing creatures of your choice that you can see within range immediately disappear. Each of those creatures reappears **1 minute** later in the same spot it occupied, or the nearest unoccupied space if the previous spot is now occupied. From its perspective, no time has passed, and time spent disappeared doesn't count against the duration of other effects under which it may be.

Using a Higher-Level Spell Slot. The creatures reappear later for every two spell slot levels above 3: **10 minutes** at 5th level, **1 hour** at 7th level, and **8 hours** at 9th level.

Wormhole

Level 3 Conjuration

Casting Time: Action
Range: Touch
Components: S
Duration: Concentration, up to 1 hour
Class: Bard, Sorcerer, Wizard

You touch a door, window, or another opening no larger than 6 feet in any dimension, marking it with your magic. For the duration of the spell, you can touch another opening as a Magic action to link the two in space. You can choose for this link to be imperceptible, or for a creature looking through an opening to see the world as if looking through its linked opening. Any creature, object, or effect passing through an opening exits from the linked opening as if the two were adjacent to each other. Once a link is created, it lasts for the duration, and no further openings can be linked for the same casting of the spell.

The spell ends early if you're more than **1 mile** away from the opening you mark when you cast it, or in a different plane of existence than it.

Using a Higher-Level Spell Slot. The distance at which the spell ends increases for every two spell slot levels above 3: **10 miles** at level 5, **100 miles** at level 7, and **1000 miles** at level 9. The spell's duration increases if cast with a level 4 spell slot and for every two spell slot levels above 4: **8 hours** at level 4, **24 hours** at level 6, and **7 days** at level 8.

Level 4

Battle Bond

Level 4 Enchantment

Casting Time: Action
Range: Touch
Components: V, S
Duration: 1 hour
Class: Druid, Ranger, Tamer, Warlock, Wizard

You touch a willing creature and connect your minds together. This connection lasts for the duration, and the target can dismiss the spell (no action required) if it isn't Incapacitated. While connected, you and the target can communicate with each other telepathically as well as see and hear through each other's senses so long as you're on the same plane of existence. This shared perception grants greater awareness during combat: so long as you and the target are within **15 feet** of each other and not behind Total Cover, you both gain a **+1 bonus** to AC and saving throws, and Advantage on attack rolls.

Using a Higher-Level Spell Slot. The distance within which you gain combat benefits increases by **5 feet** for each spell slot level above 4.

Bigger on the Inside

Level 4 Transmutation

Casting Time: 1 minute or Ritual
Range: Touch
Components: V, S, M (a gemstone worth 50+ GP, which the spell consumes)
Duration: 24 Hours
Class: Bard, Sorcerer, Wizard

You touch a nonmagical container with a volume no more than 12 cubic feet, such as a chest, barrel, or pouch. For the duration, the container's interior increases **30 feet** in length, width, and height. The container's exterior remains unchanged. When you cast this spell, air rushes into the container, and each creature in a **30-foot Cone** originating from the container must succeed on a **Strength saving throw** or be sucked into the container, landing Prone in an unoccupied space within the container closest to its entrance, provided that the entrance is big enough. If the container's entrance is not sufficiently large for a creature to enter it, it instead lands Prone in the nearest unoccupied space outside the container.

A creature can enter and exit the container if its entrance is sufficiently large, or retrieve an item from it by taking a Utilize action. If the container's entrance is closed, the interior holds enough air for **1 Hour** of breathing, divided by the number of creatures inside. Any mass added to the container's contents increases its weight as normal. If the container is destroyed, its contents spill forth unharmed and the spell ends.

The container's interior returns to its normal dimensions when the spell ends. When that happens, any creatures or objects inside that don't fit into the container are harmlessly shunted out into the nearest unoccupied spaces. If you cast this spell on a container already affected by it, the spell's duration increases by **24 Hours.**

Using a Higher-Level Spell Slot. The container's interior increases by an additional **10 feet** in each dimension, and the maximum volume of the container used in the casting of the spell increases by **12 cubic feet**, for each spell slot level above 4.

Lion's Roar

Level 4 Conjuration

Casting Time: Action
Range: Self
Components: V, S, M (some burnt hair)
Duration: Concentration, up to 1 minute
Class: Bender (Fire), Druid, Ranger, Sorcerer, Wizard

You conjure a roaring lion's head made of writhing flame that moves with you, wielding it like an extension of your body for the duration. When you conjure the lion and as a Bonus Action on your subsequent turns, you can cause one of the following effects with it:

Fiery Maw. The lion bites a creature or object within **30 feet** of you. Make a melee spell attack against the target. On a hit, it takes **4d6** Fire damage.

Flaming Mane. The lion's head encases your own until the start of your next turn. When a creature within **10 feet** of you hits you with a melee attack, the lion bites the attacker, dealing **3d6** Fire damage to it.

Roar of the Pride. The flames roar. Each creature of your choice within **20 feet** of you must succeed on a **Wisdom saving throw** or be **Frightened** of you until the spell ends. A Frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on this saving throw is Immune to this effect until the spell ends.

Using a Higher-Level Spell Slot. The damage from the Fiery Maw and Flaming Mane options each increase by **1d6** for each spell slot level above 4.

Non-Euclidian Battlefield

Level 4 Transmutation

Casting Time: Action
Range: 30 feet
Components: S, M (a ruler and a compass)
Duration: Concentration, up to 1 minute
Class: Bard, Sorcerer, Warlock, Wizard

You twist the dimensions around you to fit your will. When you cast this spell, you delineate a **30-foot Cube**, which you can place anywhere within range, as long as you are contained within it. When a creature would move across one of the edges of the cube, it must make a **Wisdom saving throw**. On a failed save, the creature teleports to an unoccupied space of your choice adjacent to one of the other faces of the cube, and you can choose to deal **3d6** Psychic damage to it. You must teleport the creature to a space outside the cube if it attempted to enter the cube, or to a space inside the cube if it attempted to leave the cube. On a successful save, a creature continues moving as normal. The spell ends early if you leave the cube.

Using a Higher-Level Spell Slot. You can choose to increase the size of the cube by **5 feet** or the damage by **1d6** for each spell slot level above 4.

2014

Non-Euclidean Battlefield

If you are using the 2014 version of the 5e rules, a creature can choose to fail its saving throw against the *Non-Euclidean Battlefield* spell.

Rewind

Level 4 Transmutation

Casting Time: Reaction, which you take when you see a creature within range cast a spell
Range: 60 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You quickly peer into several different timelines and rewind time to produce a different outcome. You do this after any damage or saving throws are rolled as part of the triggering spell, but before damage is taken or its effects happen. If the caster is unwilling and the spell is level 5+, make an ability check using your spellcasting ability (DC 10 plus the spell's level). On a failure, the triggering spell works as normal. Otherwise, the triggering spell fails and has no effect, and any costs to casting it, such as a spell slot or material components, are not expended. The caster then chooses a different spell of level 4 or lower with the same casting time to immediately cast instead.

Using a Higher-Level Spell Slot. You only make the ability check if the triggering spell is of a higher level than the spell slot you used, and the new spell cast can be of a level less than or equal to the level of the spell slot you used.

Sand Tomb

Level 4 Conjuration

Casting Time: Action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bender (Earth), Cleric, Sorcerer, Warlock, Wizard

You attempt to encase a creature you can see within range with sand, crushing it in the process. The target must make a **Strength saving throw**. On a failed save, the target takes **4d12** Bludgeoning damage and is **Restrained** for the duration. At the end of each of the target's turns for as long as it remains Restrained, it must succeed on a **Strength saving throw** or take **4d12** Bludgeoning damage. When the target fails one of its subsequent saving throws against the spell, you can choose to encase it completely in sand. If you do, the target is **Blinded** while Restrained by the spell, and has Total Cover from all effects originating from outside of its sand cocoon. A Restrained creature can take an action to make a Strength (Athletics) check against your **spell save DC**, ending the spell on a success.

Using a Higher-Level Spell Slot. The damage increases by **1d12** for every spell slot level above 4.

Shackles of Pain

Level 4 Abjuration

Casting Time: Action
Range: 60 feet
Components: V, S, M (a pair of manacles)
Duration: Concentration, up to 1 minute
Class: Bard, Cleric, Paladin, Warlock

You link the vitality of a willing creature within range—the source—to the psyche of another creature within range—the target. The target must succeed on a **Charisma saving throw** or become linked to the source for **1 minute**. Each time the source takes damage, the target takes Psychic damage equal to half the damage the source took. If you yourself are the source, the creature takes this damage immediately before you make a **Constitution saving throw** to maintain your Concentration. Whenever the target takes damage in this way, it can repeat the saving throw, ending the effect on a success.

Soul Rend

Level 4 Necromancy

Casting Time: Action
Range: 90 feet
Components: V, S, M (one drop of blue curaçao)
Duration: Instantaneous
Class: Cleric, Druid, Warlock

You attempt to wrench the soul of a creature you can see within range from its corporeal form, forcing it to make a **Charisma saving throw**. On a failure, a creature takes **4d6** Psychic damage and **4d6** Necrotic damage, and is dazed until the end of its next turn. On a success, a creature takes half as much damage and isn't dazed. While dazed, a creature can't take Reactions, can take only an action or Bonus Action on its turn, not both, and has its Speed halved.

A creature that is reduced to 0 Hit Points in this way dies and can't be revived by a *Revivify* spell. Creatures without souls are unaffected by this spell.

Using a Higher-Level Spell Slot. Both damage types each increase by **1d6** for each spell slot level above 4.

Level 5

Endure

Level 5 Necromancy

Casting Time: Action
Range: 60 feet
Components: V, S, M (a gem-encrusted cockroach worth 250+ GP, which the spell consumes)
Duration: 1 minute
Class: Cleric, Druid, Paladin, Ranger, Tamer, Warlock

Choose a willing creature you can see within range; it ceases to heed the pained calls of its body, needing neither food nor water to exist. An affected creature ignores the effects of Exhaustion and the Poisoned condition, and it can't be Incapacitated, Paralysed, Stunned, or knocked Unconscious. Each time an affected creature takes damage that would reduce its Hit Points to **0**, it makes a Death Saving Throw instead. If the creature fails 3 Death Saving Throws, it dies.

When the spell ends, the creature gains 1 **Exhaustion** level for each Death Saving Throw it failed. If the creature is resurrected after dying from these failed Death Saving Throws, it does not regain consciousness for a duration equal to the time for which this spell affected it. When it wakes, it gains 3 **Exhaustion** levels.

If the creature is still alive when the spell ends, it falls **Unconscious** for a duration equal to the time for which this spell affected it. Whilst Unconscious in this way, the creature can not be awakened by any means short of a *Wish* spell.

Using a Higher-Level Spell Slot. The duration increases with a spell slot of level 6 (**10 minutes**), 7 (**1 hour**), 8 (**8 hours**), and 9 (**1 day**).

Favourable Winds

Level 5 Evocation

Casting Time: Action
Range: Self
Components: V, S, M (an ox-skin bag)
Duration: Concentration, up to 1 minute
Class: Bard, Bender (Air), Cleric, Druid, Ranger, Sorcerer, Wizard

Strong, magical winds surround you in a **30-foot Emanation** for the duration. Whenever an ally of yours within the Emanation makes a ranged attack, the wind guides it, granting **Advantage** on the attack roll. On a hit, the attack deals an extra **1d6** damage of the same type as the attack.

In addition, whenever an ally within the Emanation is targeted by a ranged attack, the wind interferes, imposing **Disadvantage** on the attack roll. On a miss, you can take a Reaction to redirect the attack back at the attacker, rerolling the attack roll using your spell attack bonus.

Foreboding

Level 5 Divination

Casting Time: Action
Range: 120 feet
Components: V, S, M (a crystal ball worth 25+ GP)
Duration: Concentration, up to 1 minute
Class: Cleric, Druid, Wizard

You cause an unsettling omen, such as a pillar of dark smoke or an ethereal eye, to appear directly above you for the duration. At the end of any of your turns for the duration, you can impart the omen upon a creature you can see within range (no action required), forcing it to make a **Wisdom saving throw**. On a failed save, the target takes Psychic damage equal to the total accumulated damage and is **Frightened** of you for **1 minute**. On a success, the creature takes half as much damage only. The spell then ends.

The spell's base damage is **6d10**. At the end of each of your turns for the duration, the damage the spell will deal when a creature fails its saving throw against it increases by **2d10**.

Using a Higher-Level Spell Slot. The base damage increases by **1d10** for each spell slot level above 6.

Quicksand

Level 5 Transmutation

Casting Time: Action
Range: Self
Components: V, S, M (a phial of water)
Duration: Concentration, up to 10 minutes
Class: Bender (Earth), Druid, Sorcerer, Wizard

You turn the ground in a **30-foot-radius Sphere** centred on a point within range into quicksand, causing it to become Difficult Terrain for the duration. Each creature on the ground in the area when you cast the spell or that ends its turn there must succeed on a **Strength saving throw** or sink further into the quicksand, with the effect dependent on how many saving throws against this spell it's failed. These effects are cumulative.

- **First Failure:** The creature sinks to its knees, and its Speed is reduced to **0**.
- **Second Failure:** The creature sinks to its waist, becoming **Restrained**.
- **Third Failure:** The creature sinks to its neck, gaining **Disadvantage** on Strength and Dexterity checks and becoming unable to be moved by spells or other effects.
- **Fourth Failure:** The creature sinks fully under the sand, becoming **Blinded** and unable to breathe. It has Total Cover from effects originating from outside the sand.

A creature can take an action to make a **Strength** check against your **spell save DC**, freeing itself or another creature that sunk into the sand and resetting that creature's number of failed saves against this spell on a success. On a failed check, the sunken creature is treated as if it failed a Strength saving throw against the spell. When the spell ends, sunken creatures rise to the surface as the ground solidifies.

Sandstorm

Level 5 Evocation

Casting Time: Action
Range: 150 feet
Components: V, S, M (a well-worn shoe)
Duration: Concentration, up to 1 minute
Class: Bender (Air), Cleric, Druid, Ranger, Wizard

For the duration, coarse particles of dust, dirt, and sand whip around at high speeds in a 20-foot-tall, **40-foot-radius** Cylinder centred on a point you choose within range. The area is Difficult Terrain and is Heavily Obscured.

When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a **Constitution saving throw** or take **2d4** Slashing damage and fall **Prone**. If a creature fails the saving throw by **5** or more, it also gains 1 **Exhaustion** level. A creature loses all Exhaustion levels caused by this spell after spending **1 minute** outside of the spell's area.

Using a Higher-Level Spell Slot. The damage increases by **1d4** for every spell slot level above 5.

Timewalk

Level 5 Transmutation

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a broken hourglass)
Duration: Up to 10 minutes
Class: Cleric, Sorcerer, Wizard

Up to eight willing creatures you touch who link hands in a circle (which can include you) are transported up to **1 hour** into the past or future, arriving in the same spaces they were occupying in the present, or the nearest unoccupied space if those spaces are occupied. When you cast this spell, choose a duration up to the maximum amount; the creatures remain in the time to which they were sent for the duration. The spell can't be ended early, can't be dispelled by effects such as *Dispel Magic*, and isn't suppressed in the area of an *Antimagic Field*. Creatures under the effect of this spell can't be transported by a different casting of it.

Using a Higher-Level Spell Slot. The maximum amount of time the creatures travel into the past or future and the duration of the spell both increase for every spell slot above 5: up to **24 hours** in time and **1 hour** duration at level 6, up to **7 days** in time and **24 hours** duration at level 7, up to **30 days** in time and **7 days** duration at level 8, and up to **1 year** in time and **30 days** duration at level 9.

As a Grand Ritual. This spell can be cast in a special way involving up to four creatures, each of which must cast the spell using a level 9 spell slot. When cast in this way, the casting time increases to **1 hour**, during which all casters must link hands, and the spell requires an additional Material component: gems and art objects worth 2,500 GP for each year that the creatures travel in time, which are consumed by the spell. This counts as a single casting of the spell, and the number of creatures it can target remains the same. The spell's maximum duration increases to **1 year**, and the maximum amount of time the creatures travel into the past or future increases for every creature casting the spell beyond the first: up to **10 years** with one additional caster, up to **50 years** with two additional casters, and up to **100 years** with three additional casters. After a creature casts this spell as a Grand Ritual, it loses the ability to cast it again until it has spent **1 year** in its original time.

Level 6

Summon Jinn

Level 6 Conjuration

Casting Time: Action
Range: 90 feet
Components: V, S, M (a vessel made of precious metal worth 600+ GP)
Duration: Concentration, up to 1 hour
Class: Druid, Warlock, Wizard

You call forth a jinn spirit. It manifests in an unoccupied space that you can see within range and uses the **Jinn Spirit** stat block. When you cast the spell, choose a type of jinn: Cosmic, Emotional, or Primordial. The creature resembles a jinn of the chosen type, which determines certain traits in its stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The creature is an ally to you and your allies. In combat, the creature shares your Initiative count but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

JINN SPIRIT

Large Aberration (Cosmic Only), Elemental (Primordial Only), or Fey (Emotional Only), Neutral

AC 11 + the spell's level
HP 50 + 15 for each spell level above 6
Speed 30 ft., Fly 40 ft. (hover)

Perception +1 (11)
Initiative +0 (10)

	STR	DEX	CON	INT	WIS	CHA
Score	8	10	16	10	12	16
Mod (Save)	-1	+0	+3	+0	+1	+3

Damage Resistances (Primordial Only) Acid, Cold, Fire, Lightning, Thunder
Damage Immunities See Core Element trait (Primordial only); Force (Cosmic only); Psychic (Emotional only)
Senses Darkvision 60 ft.
Languages Jinn, telepathy 60 ft.
CR None (XP 0) **PB** equals your Proficiency Bonus

Traits

Core Element (Primordial Only). When the jinn is summoned, choose one damage type under its Damage Resistances to assign it. The jinn has **Immunity** to that damage type.

Metaphysical Manifestation. The jinn uses its Charisma modifier in place of its Strength or Dexterity modifiers for attack rolls and damage rolls. On the Imaginal Plane, the jinn also does this for ability checks and saving throws that use Strength or Dexterity.

Spacetime Distortion (Cosmic Only). A Friendly creature that moves within **10 feet** of the jinn for the first time on its turn has its Speed increased by **10 feet** until the end of its turn. A Hostile creature that starts its turn within **10 feet** or moves within **10 feet** of the jinn on its turn can use either an action or a Bonus Action on that turn, not both.

Wave of Emotion (Emotional Only). *Saving Throw:* **Wisdom** (DC equals your spell save DC), a creature that hits the jinn with an attack. *Failure:* The creature is **Charmed** by the jinn until the end of its next turn. While it is **Charmed**, a creature has **Disadvantage** on attack rolls against the jinn's summoner. *Success:* The creature is immune to this jinn's Wave of Emotion until the end of the turn.

Actions

Multiattack. The jinn makes a number of attacks equal to half of this spell's level (round down).

Imbued Claw (Primordial Only). *Melee Weapon Attack:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* **1d6 + 3** Slashing damage plus **1d10** + the spell's level damage of the type you chose for its Core Element trait.

Intrusive Thought (Emotional Only). *Ranged Spell Attack:* Bonus equals your spell attack modifier, range 60 ft. *Hit:* **1d4 + 3** + the spell's level Psychic damage.

Warping Touch (Cosmic Only). *Melee Weapon Attack:* Bonus equals your spell attack modifier, reach 10 ft. *Hit:* **1d8 + 3** + the spell's level Force damage.

Impulsive Strike (Emotional Only). The jinn chooses a number of creatures equal to half of this spell's level that are currently Charmed by the jinn. Each creature moves up to its Speed in a direction of the jinn's choice, then makes one weapon attack against a creature of the jinn's choice, after which the creature is no longer Charmed.

Level 7

Glimpse Infinity

Level 7 Divination

Casting Time: Action
Range: Touch
Components: V, S, M (a blindfold)
Duration: Concentration, up to 1 minute
Class: Cleric, Sorcerer, Wizard

You touch a creature, overwhelming its mind and senses with the full scope of the multiverse and all the possibilities of its infinite timelines. At the start of each of the creature's turns for the duration, it must make an **Intelligence saving throw**. On a failed save, the creature takes **6d10** Psychic damage, and, until the start of its next turn, its Speed is 0 feet and it's Incapacitated. If the creature fails this saving throw by 5 or more, it's Stunned until the start of its next turn as well, and takes an extra **3d10** Psychic damage. On a successful save, a creature takes half as much damage and its Speed is halved until the start of its next turn.

A creature with Immunity to Psychic damage is unaffected by this spell.

Using a Higher-Level Spell Slot. The damage increases by **1d10** for each spell slot level above 7.

Raise Horde

Level 7 Necromancy

Casting Time: Action
Range: 60 feet
Components: V, S, M (a Humanoid skull engraved with necromantic glyphs, worth at least 700 GP)
Duration: Concentration, up to 1 hour
Class: Cleric, Sorcerer, Warlock, Wizard

You raise a horde of Undead soldiers from the ground. The horde manifests in an unoccupied space that you can see within range and uses the **Undead Horde** stat block. If there isn't enough room for the horde to appear, its size is reduced to the largest possible size that allows it to fit (minimum of Large). For each size category below Gargantuan, the horde's Hit Point maximum is reduced by 20.

When you cast the spell, choose the horde's composition: Mummies, Skeletons, or Zombies. The horde is composed of Undead creatures of the chosen type, which determines certain details in its stat block. The horde disappears when it drops to 0 Hit Points or when the spell ends.

The horde is an ally to you and your allies. In combat, the horde shares your Initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

Using a Higher-Level Spell Slot. Use the spell slot's level for the spell's level in the stat block.

UNDEAD HORDE

Gargantuan Swarm of Medium Undead, Neutral

AC 10 + the spell's level
Perception -1 (9)
HP 70 + 20 for each spell level above 7
Initiative +0 (10)
Speed 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	18	10	19	6	8	6
Mod (Save)	+4	+0	+4	-2	-1	-2

Damage Resistances Bludgeoning, Necrotic, Piercing, Slashing
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralysed, Petrified, Poisoned, Prone, Restrained, Stunned
Senses Darkvision 120 ft.
Languages understands the languages you know
CR None (XP 0)
PB equals your Proficiency Bonus

Traits

Accursed Aura (Mummies Only). Creatures within the horde's space can't regain Hit Points.

Shield Wall (Skeletons Only). Friendly creatures in the horde's space have Three-Quarters Cover against effects originating from outside the horde.

Swarm. The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium creature. The horde can't regain Hit Points or gain Temporary Hit Points.

Undead Fortitude (Zombies Only). If damage causes the horde to become Bloodied, it makes a **Constitution Saving Throw** (DC of 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the horde drops to half of its Hit Point maximum instead. The same happens if damage reduces the horde to 0 Hit Points, but it drops to 1 Hit Point instead if it succeeds on the saving throw.

Actions

Multiattack. The horde makes a number of attacks equal to half this spell's level (round down).

Bladestorm (Skeletons Only). *Melee Weapon Attack:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 22 (**4d10**) Slashing damage, or 11 (**2d10**) Slashing damage if the horde is Bloodied.

Overrun (Zombies Only). *Melee Weapon Attack:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 18 (**4d8**) Bludgeoning damage, or 9 (**2d8**) Bludgeoning damage if the horde is Bloodied. *Saving Throw:* **Strength** (DC equals your spell save DC), one creature smaller than the horde hit by this attack. *Failure:* The target is knocked **Prone**. If the target fails this save while already Prone, it's instead Grappled by the horde (**Escape DC** equals your **Spell Save DC**), and **Restrained** until the grapple ends.

Rotting Touch (Mummies Only). *Melee Weapon Attack:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 14 (**4d6**) Necrotic damage, or 7 (**2d6**) Necrotic damage if the horde is Bloodied. If the target is a creature, the next time it makes a D20 Test, it must roll a **d4** and subtract the number rolled from the result.

Volley (Skeletons Only). *Ranged Weapon Attack:* Bonus equals your spell attack modifier, range 80/320 ft. *Hit:* 22 (**4d10**) Piercing damage, or 11 (**2d10**) Piercing damage if the horde is Bloodied.

Rewrite Reality

Level 7 Transmutation

Casting Time: Bonus Action
Range: Self
Components: V, S, M (a piece of red and blue rubber)
Duration: Concentration, up to 1 hour
Class: Bard, Cleric, Sorcerer, Warlock, Wizard

You bend the fabric of reality around you, gaining the power to erase events from the timeline as if they never happened. For the duration, whenever a creature you can see within **60 feet** of you takes damage, you can take a Reaction to cause it to take no damage instead.

Level 9

Divide by Zero

Level 9 Transmutation

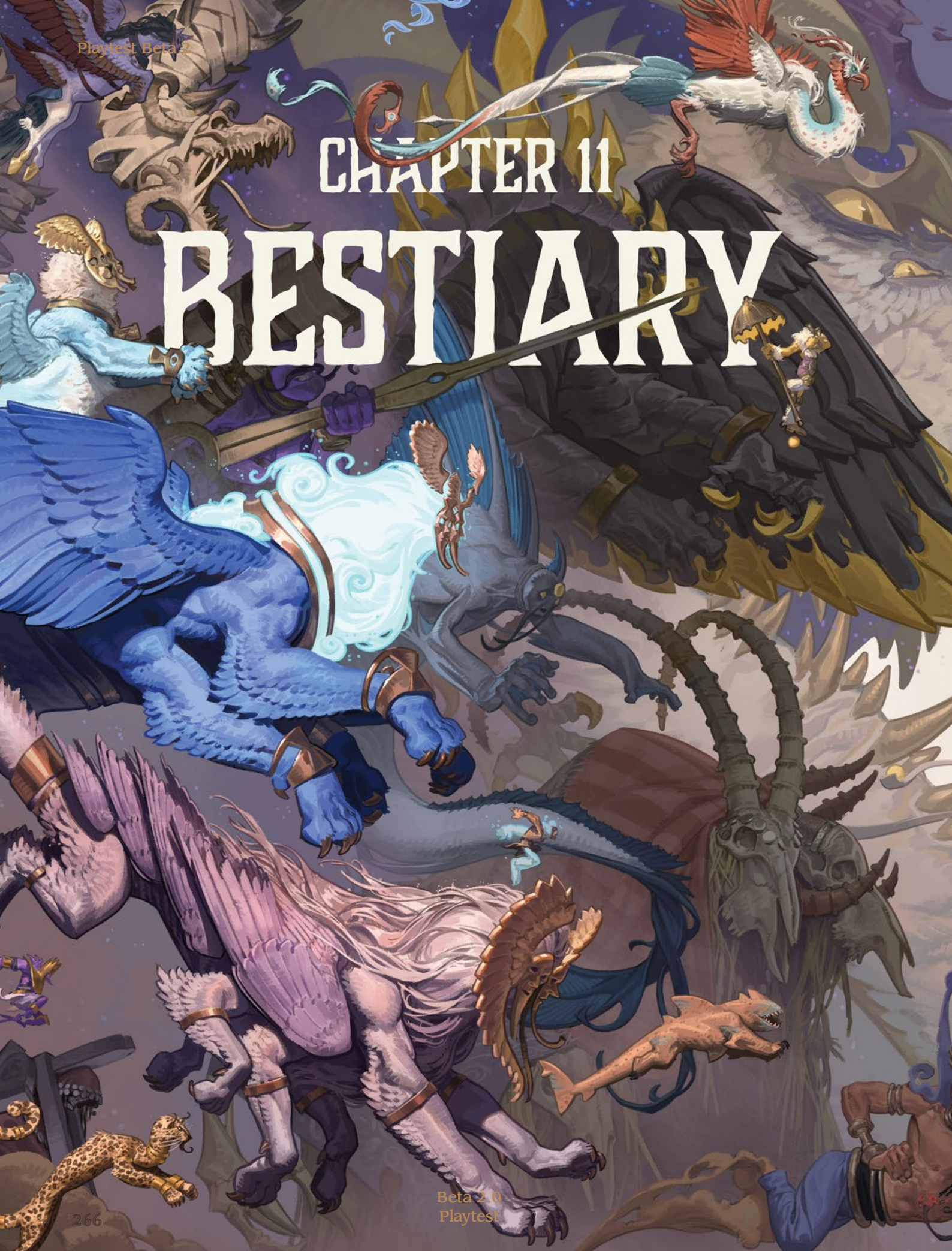
Casting Time: Action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Class: Bard, Sorcerer, Warlock, Wizard

With a series of mental, paradoxical calculations, you change the laws of mathematics in a **60-foot Emanation** originating from you for the duration. When you cast the spell, roll **3d10**. Each die determines one effect that applies to creatures within the area, according to the following table. If you roll the same number on two or more of the d10s, ignore all the rolls and choose three different effects.

1d10	Effect
1	Enemies can't gain Advantage on D20 Tests.
2	You and allies can't gain Disadvantage on D20 Tests.
3	Enemies that roll a prime number (1, 2, 3, 5, 7, 11, 13, 17, and 19) on the d20 for an attack roll automatically miss.
4	The Critical Hit Threshold of you and your allies is reduced by 2.
5	An enemy that starts its turn in the area or enters it for the first time on a turn can't move more than **20 feet** that turn.
6	When you or an ally starts its turn, that creature regains Hit Points so that its current Hit Points are the nearest multiple of ten.
7	When an enemy starts its turn, it loses Hit Points so that its current Hit Points are the nearest multiple of ten.
8	When you or an ally makes a saving throw, treat a d20 roll of 9 or lower as a 10.
9	Whenever an enemy misses with an attack roll, it takes Force damage equal to the roll of the d20. If it rolled with Advantage or Disadvantage, it takes damage equal to the higher of the two rolls.
10	When you or an ally roll a 1 on a damage die, treat it as the maximum value of that die instead.

CHAPTER 11

BESTIARY



Bestiary

Custom Intro

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Creatures Tables

This section lists the creatures in this chapter in alphabetical order. If a creature or category has multiple stat blocks, they are ordered by increasing Challenge Rating. The Stat Block Reference table lists the information in these creatures' stat blocks, sorted in alphabetical order by name.

Stat Block Reference

Creature	Metadata			Quick Reference Statistics				Challenge Rating			Page
	Type	Size	Align[1]	Att. Mod	DPR	AC	HP	Base	Off.	Def.	
Abu Al-Ghoul	Undead	Medium	NE	TBD	TBD	TBD	TBD	7	TBD	TBD	
Ammit	Celestial	Large		TBD	TBD	TBD	TBD	8	TBD	TBD	
Anqa	Celestial	Huge		TBD	TBD	TBD	TBD	15	TBD	TBD	
Anxiety Jinn	Fey	Medium		TBD	TBD	TBD	TBD	3	TBD	TBD	
Blaze	Elemental	Small		TBD	TBD	TBD	TBD	2	TBD	TBD	
Boujlord	Monstrosity	Large		TBD	TBD	TBD	TBD	3	TBD	TBD	
Boujlord Chimera	Undead	Huge		TBD	TBD	TBD	TBD	7	TBD	TBD	
Buraq	Celestial	Huge		TBD	TBD	TBD	TBD	13	TBD	TBD	
Cliffjumper	Beast	Medium		TBD	TBD	TBD	TBD	1/2	TBD	TBD	
Creation Jinn	Fey	TBD		TBD	TBD	TBD	TBD	7	TBD	TBD	
Dune Jinn	Elemental	TBD		TBD	TBD	TBD	TBD	4	TBD	TBD	
Dunerunner	Beast	Large		TBD	TBD	TBD	TBD	1	TBD	TBD	
Elation Jinn	Fey	Medium		TBD	TBD	TBD	TBD	2	TBD	TBD	
Ennui Jinn	Fey	Large		TBD	TBD	TBD	TBD	9	TBD	TBD	
Entropy Jinn	Aberration	TBD		TBD	TBD	TBD	TBD	14	TBD	TBD	
Friction Jinn	Aberration	TBD		TBD	TBD	TBD	TBD	6	TBD	TBD	
Frustration Jinn	Fey	Small		TBD	TBD	TBD	TBD	6	TBD	TBD	
Geometry Jinn	Aberration	TBD		TBD	TBD	TBD	TBD	14	TBD	TBD	
Gravity Jinn	Aberration	TBD		TBD	TBD	TBD	TBD	5	TBD	TBD	
Grief Jinn	Construct	TBD		TBD	TBD	TBD	TBD	11	TBD	TBD	
Grimalice Jinn	Fey	TBD		TBD	TBD	TBD	TBD	8	TBD	TBD	
Guardian Statue, Falcon Model	Construct	Large		TBD	TBD	TBD	TBD	11	TBD	TBD	
Guardian Statue, Jackal Model	Construct	Large		TBD	TBD	TBD	TBD	12	TBD	TBD	
Honour Jinn	Fey	TBD		TBD	TBD	TBD	TBD	10	TBD	TBD	
Jolt Jinn	Elemental	TBD		TBD	TBD	TBD	TBD	5	TBD	TBD	
Kinetic Jinn	Aberration	TBD		TBD	TBD	TBD	TBD	11	TBD	TBD	
Mass Jinn	Aberration	TBD		TBD	TBD	TBD	TBD	17	TBD	TBD	
Moontide Jinn	Elemental	TBD		TBD	TBD	TBD	TBD	2	TBD	TBD	
Mummified Dragon, Adult	Undead	Huge		TBD	TBD	TBD	TBD	16	TBD	TBD	
Mummified Dragon, Ancient	Undead	Gargan-tuan		TBD	TBD	TBD	TBD	23	TBD	TBD	

Creature	Metadata			Quick Reference Statistics				Challenge Rating			Page
	Type	Size	Align[1]	Att. Mod	DPR	AC	HP	Base	Off.	Def.	
Mummified Dragon, Wyrmling	Undead	Medium		TBD	TBD	TBD	TBD	3	TBD	TBD	
Mummified Dragon, Young	Undead	Large		TBD	TBD	TBD	TBD	9	TBD	TBD	
Nasnas	Humanoid	Medium		TBD	TBD	TBD	TBD	1/4	TBD	TBD	
Nasnas Chabah	Humanoid	Medium		TBD	TBD	TBD	TBD	1	TBD	TBD	
Paradox Jinn	Aberration			TBD	TBD	TBD	TBD	10	TBD	TBD	
Pygmy Attack Hippo	Fey	Tiny		TBD	TBD	TBD	TBD	1/8	TBD	TBD	
Pygmy Attack Hippo, Swarm	Fey	Large		TBD	TBD	TBD	TBD	3	TBD	TBD	
Sand Drake	Dragon	Medium		TBD	TBD	TBD	TBD	5	TBD	TBD	
Sandsipper Cannoneer	Plant	Small		TBD	TBD	TBD	TBD	1	TBD	TBD	
Sandsipper Pollinator	Plant	Large		TBD	TBD	TBD	TBD	5	TBD	TBD	
Sandsipper Sentinel	Plant	Large		TBD	TBD	TBD	TBD	9	TBD	TBD	
Sandsipper Slugger	Plant	Small		TBD	TBD	TBD	TBD	1/2	TBD	TBD	
Sandsipper Thornshield	Plant	Medium		TBD	TBD	TBD	TBD	4	TBD	TBD	
Sandshark	Monstrosity	Large		TBD	TBD	TBD	TBD	4	TBD	TBD	
Sandshark Alpha	Monstrosity	Large		TBD	TBD	TBD	TBD	7	TBD	TBD	
Sandsmoke Wyrm	Dragon	Medium		TBD	TBD	TBD	TBD	5	TBD	TBD	
Scaraball	Construct	Large		TBD	TBD	TBD	TBD	2	TBD	TBD	
Serpopard	Monstrosity	Large		TBD	TBD	TBD	TBD	2	TBD	TBD	
Serpopard, Giant	Monstrosity	Huge		TBD	TBD	TBD	TBD	6	TBD	TBD	
Space Jinn	Aberration			TBD	TBD	TBD	TBD	19	TBD	TBD	
Spatial Anomaly	Aberration	Medium		TBD	TBD	TBD	TBD	3	TBD	TBD	
Spatiotemporal Anomaly	Aberration	Large		TBD	TBD	TBD	TBD	9	TBD	TBD	
Spatiotemporal Catastrophe	Aberration	Gargantuan		TBD	TBD	TBD	TBD	20	TBD	TBD	
Tabib al-Bahr	Monstrosity	Large		TBD	TBD	TBD	TBD	6	TBD	TBD	
Tempest Jinn	Elemental	TBD		TBD	TBD	TBD	TBD	8	TBD	TBD	
Temporal Anomaly	Aberration	Medium		TBD	TBD	TBD	TBD	3	TBD	TBD	
Time Jinn	Aberration	TBD		TBD	TBD	TBD	TBD	18	TBD	TBD	
Velocity Jinn	Aberration	TBD		TBD	TBD	TBD	TBD	3	TBD	TBD	
Zephyr Jinn	Elemental	TBD		TBD	TBD	TBD	TBD	1	TBD	TBD	

[1] Alignment: L = Lawful, N = Neutral, C = Chaotic, G = Good, E = Evil, U = Unaligned

[2] Damage Per Round. The average damage assuming all effects and attacks are successful.

Stat Blocks By CR

Creature Name	CR	Page
Pygmy Attack Hippo	1/8	
Nasnas	1/4	
Cliffjumper	1/2	
Sandsipper Slugger	1/2	
Dunerunner	1	
Nasnas Chabah	1	
Sandsipper Cannoneer	1	
Zephyr Jinn	1	
Blaze	2	
Elation Jinn	2	
Moontide Jinn	2	
Scaraball	2	
Serpopard	2	
Anxiety Jinn	3	
Boujlord	3	
Mummified Dragon, Wyrmling	3	
Pygmy Attack Hippo, Swarm	3	
Spatial Anomaly	3	
Temporal Anomaly	3	
Velocity Jinn	3	
Dune Jinn	4	
Sandsipper Thornshield	4	
Sandshark	4	
Gravity Jinn	5	
Sand Drake	5	
Sandsipper Pollinator	5	
Jolt Jinn	5	
Sandsmoke Wyrm	5	
Friction Jinn	6	
Frustration Jinn	6	
Serpopard, Giant	6	
Tabib al-Bahr	6	
Abu Al-Ghoul	7	
Boujlord Chimera	7	
Creation Jinn	7	
Sandshark Alpha	7	
Ammit	8	
Grimalice Jinn	8	
Tempest Jinn	8	
Ennui Jinn	9	
Mummified Dragon, Young	9	
Sandsipper Sentinel	9	
Spatiotemporal Anomaly	9	
Honour Jinn	10	
Paradox Jinn	10	
Grief Jinn	11	
Guardian Statue, Falcon Model	11	
Kinetic Jinn	11	
Guardian Statue, Jackal Model	12	
Buraq	13	
Entropy Jinn	14	
Geometry Jinn	14	
Anqa	15	
Mummified Dragon, Adult	16	
Mass Jinn	17	
Time Jinn	18	
Space Jinn	19	
Spatiotemporal Catastrophe	20	
Mummified Dragon, Ancient	23	

Stat Blocks By Size

Creature Name	CR	Page
Creation Jinn	7	XXX
Dune Jinn	4	
Entropy Jinn	14	
Friction Jinn	6	
Geometry Jinn	14	
Gravity Jinn	5	
Grief Jinn	11	
Honour Jinn	10	
Jolt Jinn	5	
Kinetic Jinn	11	
Mass Jinn	17	
Moontide Jinn	2	
Paradox Jinn	10	
Space Jinn	19	
Tempest Jinn	8	
Time Jinn	8	
Velocity Jinn	3	
Zephyr Jinn	1	
Tiny		
Pygmy Attack Hippo	1/8	
Small		
Blaze	2	
Frustration Jinn	6	
Medium		
Abu Al-Ghoul	7	
Anxiety Jinn	3	
Cliffjumper	1/2	
Elation Jinn	2	
Mummified Dragon, Wyrmling	3	
Nasnas	1/4	
Nasnas Chabah	1	
Sand Drake	5	
Sandsipper Thornshield	4	
Sandsmoke Wyrm	5	
Spatial Anomaly	3	
Temporal Anomaly	3	

Creature Name	CR	Page
Large		
Ammit	8	
Boujlord	3	
Dunerunner	1	
Ennui Jinn	9	
Guardian Statue, Falcon Model	11	
Guardian Statue, Jackal Model	12	
Mummified Dragon, Young	9	
Pygmy Attack Hippo, Swarm	3	
Sandsipper Pollinator	5	
Sandsipper Sentinel	9	
Sandshark	4	
Sandshark Alpha	7	
Scaraball	2	
Serpopard	2	
Spatiotemporal Anomaly	9	
Tabib al-Bahr	6	
Huge		
Anqa	15	
Boujlord Chimera	7	
Buraq	13	
Mummified Dragon, Adult	16	
Gargantuan		
Mummified Dragon, Ancient	23	
Spatiotemporal Catastrophe	20	

Stat Blocks By Type

Creature Name	CR	Page
Aberration		
Entropy Jinn	14	XXX
Friction Jinn	6	
Geometry Jinn	14	
Gravity Jinn	5	
Kinetic Jinn	11	
Mass Jinn	17	
Paradox Jinn	10	
Space Jinn	19	
Spatial Anomaly	3	
Spatiotemporal Anomaly	9	
Spatiotemporal Catastrophe	20	
Temporal Anomaly	3	
Time Jinn	18	
Velocity Jinn	3	
Beast		
Cliffjumper	1/2	XXX
Dunerunner	1	
Celestial		
Ammit	8	XXX
Anqa	15	
Buraq	13	
Construct		
Guardian Statue, Falcon Model	11	
Guardian Statue, Jackal Model	12	
Scaraball	2	
Dragon		
Sand Drake	5	
Sandsmoke Wyrm	5	
Elemental		
Blaze	2	
Dune Jinn	4	
Jolt Jinn	5	
Moontide Jinn	2	

Creature Name	CR	Page
Fey		
Anxiety Jinn	3	
Creation Jinn	7	
Elation Jinn	2	
Ennui Jinn	9	
Frustration Jinn	6	
Grimalice Jinn	8	
Honour Jinn	10	
Pygmy Attack Hippo	1/8	
Pygmy Attack Hippo, Swarm	3	
Humanoid		
Nasnas	1/4	
Nasnas Chabah	1	
Monstrosity		
Boujlord	3	
Sandshark	4	
Sandshark Alpha	7	
Serpopard	2	
Serpopard, Giant	6	
Tabib al-Bahr	6	
Plant		
Sandsipper Cannoneer	1	
Sandsipper Pollinator	5	
Sandsipper Sentinel	9	
Sandsipper Slugger	1/2	
Sandsipper Thornshield	4	
Undead		
Abu Al-Ghoul	7	
Boujlord Chimera	7	
Mummified Dragon, Adult	16	
Mummified Dragon, Ancient	23	
Mummified Dragon, Wyrmling	3	
Mummified Dragon, Young	9	

Component Index

This component index shows only the components used in the crafting of the items in *Zaman's Guide*. There are many more harvestable components that aren't shown here which are used to craft items in other books that also use the Heliana Crafting system. This information is organised alphabetically by creature type, and then alphabetically by component type.

If a component has a superscript "B" (^{B}), that indicates it is unique to a boss monster and is not found in the normal harvest tables. If an item has a superscript "C" (^{C}), that indicates it can be found in the *Cradle of the Chronowyrm* adventure book. If an item is **bolded**, that means the item is crafted from a boss monster of a hunt. In these cases, a GM may choose to restrict the crafting of that item to components from that boss monster for narrative purposes.

Loot Tavern Publishing is building a webtool to centralise all of the magic items that use the Heliana Crafting system. With this tool, you'll be able to generate a list of magic items you can craft with your current monster components. Click or scan the QR code, or type in the URL, to visit the tool.

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Glossary of Terms

This section details commonly used game terms and explains their meanings. Its purpose is threefold:

- To provide quick reminders of some of the rules and terms essential to playing the game. Note that the glossary doesn't contain the entirety of the terms in the Systems Reference Document, but rather those that we deem most relevant or useful within the context of this book.
- To explain new terms and rules introduced by Loot Tavern, such as Critical Hit Thresholds or the Wet condition, and to suggest slight adjustments to some of the base game rules.
- To bridge the 2014 and 2024 editions of the game by highlighting key differences between the two, explaining new terms, and, where necessary, provide ways to adapt 2024 rules to the 2014 edition, making this book usable with either one.

Glossary Conventions

The glossary uses the following conventions:

Tags in Brackets. Some entries have a tag in brackets after the entry's name, as in "Attack [Action]". A tag—Action, Area of Effect, Attitude, Condition, or Hazard—indicates that a rule is part of a family of rules. The tags also have glossary entries.

"You". The game's rules—in this glossary and elsewhere—often talk about something happening to you in the game world. That "you" refers to the creature or object that the rule applies to in a particular moment of play. For example, the "you" in the Prone condition is a creature that currently has that condition.

"See Also". Some glossary entries include a See also section that points to other entries in the glossary.

No Obsolete Terms. The glossary contains definitions of current rules terms only. If you're looking for a term from an earlier version of the fifth edition rules, consult the index.

Abbreviations. The abbreviations in the following list appear in this glossary and elsewhere in the rules.

AC	Armor Class	LG	Lawful Good
C	Concentration	LN	Lawful Neutral
CE	Chaotic Evil	M	Material component
CG	Chaotic Good	N	Neutral
Cha.	Charisma	NE	Neutral Evil
CN	Chaotic Neutral	NG	Neutral Good
Con.	Constitution	NPC	Nonplayer Character
CP	Copper Piece(s)	"OA / Opt."	Optional Attunement
CR	Challenge Rating	PB	Proficiency Bonus
DC	Difficulty Class	PP	Platinum Piece(s)
Dex.	Dexterity	R	Ritual
EA / Enh.	Enhanced Attunement	S	Somatic component
EP	Electrum Piece(s)	SP	Silver Piece(s)
GM	Game Master	Str.	Strength
GP	Gold Piece(s)	V	Verbal component
HP	Hit Point(s)	Wis.	Wisdom
Int.	Intelligence	XP	Experience Point(s)
LE	Lawful Evil		

Rules Definitions

Here are definitions of various rules.

Ability Check

An ability check is a D20 Test that represents using one of the six abilities—or a specific skill associated with an ability—to overcome a challenge. *See also "D20 Tests".*

Action

On your turn, you can take one action. Choose which action to take from those below or from the special actions provided by your features. These actions are defined elsewhere in this glossary:

Attack	Dodge	Influence	Search
Dash	Help	Magic	Study
Disengage	Hide	Ready	Utilize

Advantage

If you have Advantage on a D20 Test, roll two d20s, and use the higher roll. A roll can't be affected by more than one Advantage, and Advantage and Disadvantage on the same roll cancel each other. See also "D20 Tests".

Ally

A creature is your ally if it is a member of your adventuring party, your friend, on your side in combat, or a creature that the rules or the GM designates as your ally.

2014

Updated Term: Ally

This replaces the term "friendly creature" in the 2014 ruleset.

Area of Effect

The descriptions of many spells and other features specify that they have an area of effect, which typically has one of seven shapes. These shapes are defined elsewhere in this glossary:

Cone	Cylinder	Line	Sphere
Cube	Emanation	Narrow Cone	

An area of effect has a point of origin, a location from which the effect's energy erupts. The rules for each shape specify how to position its point of origin. If all straight lines extending from the point of origin to a location in the area of effect are blocked, that location isn't included in the area of effect. To block a line, an obstruction must provide Total Cover. *See also "Cover".*

If the creator of an area of effect places it at an unseen point and an obstruction—such as a wall— is between the creator and that point, the point of origin comes into being on the near side of the obstruction.

Armor Training

Armor training allows you to use armor of a certain category without the following drawbacks. If you wear Light, Medium, or Heavy armor and lack training with it, you have **Disadvantage** on any D20 Test that involves Strength or Dexterity, and you can't cast spells. If you use a Shield and lack training with it, you don't gain its AC bonus. *See also "Disadvantage".*

2014

Updated Term: Armor Training

This replaces the term "armor proficiency" in the 2014 ruleset.

Attack [Action]

When you take the Attack action, you can make one attack roll with a weapon or an Unarmed Strike.

Equipping and Unequipping Weapons. You can either equip or unequip one weapon when you make an attack as part of this action. You do so either before or after the attack. If you equip a weapon before an attack, you don't need to use it for that attack. Equipping a weapon includes drawing it from a sheath or picking it up. Unequipping a weapon includes sheathing, stowing, or dropping it.

Moving between Attacks. If you move on your turn and have a feature, such as Extra Attack, that gives you more than one attack as part of the Attack action, you can use some or all of that movement to move between those attacks.

2014

Rules Change: Equipping and Unequipping Weapons

If you are using the 2014 version of the rules, equipping or unequipping your weapon is done as a free object interaction, rather than as part of the attack.

Attack Roll

An attack roll is a D20 Test that represents making an attack with a weapon, an Unarmed Strike, or a spell. *See also "D20 Tests".*

Attitude

A monster has a starting attitude toward a player character: Friendly, Hostile, or Indifferent. These attitudes are defined elsewhere in this glossary.

Attunement

Some magic items require a creature to form a bond—called Attunement—with them before the creature can use an item's magical properties. Without becoming attuned to an item that requires Attunement, you gain only its nonmagical benefits unless its description states otherwise. For example, a magic Shield that requires Attunement provides the benefits of a normal Shield if you aren't attuned to it, but none of its magical properties.

Loot Tavern introduces two new types of Attunement: Enhanced and Optional. These types of Attunement are defined elsewhere in this glossary.

Attune during a Short Rest. Attuning to an item requires you to spend a Short Rest focused on only that item while being in physical contact with it (this can't

be the same Short Rest used to learn the item's properties). This focus can take the form of weapon practice (for a Weapon), meditation (for a Wand), or some other appropriate activity. If the Short Rest is interrupted, the Attunement attempt fails. Otherwise, at the end of the Short Rest, you're attuned to the magic item and can access its full magical capabilities.

No More Than Three Items. You can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; you must end your Attunement to an item first. Additionally, you can't attune to more than one copy of an item. For example, you can't attune to more than one Ring of Protection at a time.

Ending Attunement. Your Attunement to an item ends if you no longer satisfy the prerequisites for Attunement, if the item has been more than **100 feet** away for at least **24 hours**, if you die, or if another creature attunes to the item. You can also voluntarily end Attunement by spending another Short Rest focused on the item unless the item is cursed.

Blinded [Condition]

While you have the Blinded condition, you experience the following effects.

Can't See. You can't see and automatically fail any ability check that requires sight.

Attacks Affected. Attack rolls against you have **Advantage**, and your attack rolls have **Disadvantage**.

Blindsight

If you have Blindsight, you can see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you are Blinded or are in Darkness. Moreover, in that range, you can see something that is Invisible.

Bloodied

A creature is Bloodied while it has half its Hit Points or fewer remaining.

Bonus Action

A Bonus Action is a special action that you can take on the same turn that you take an action. You can't take more than one Bonus Action on a turn, and you have a Bonus Action to take only if a rule explicitly says so.

Breaking Objects

Objects can be harmed by attacks and by some spells, using the rules below. If an object is exceedingly fragile, the GM may allow a creature to break it automatically with the Attack or Utilize action.

Armor Class. The Object Armor Class table suggests ACs for various substances.

Object Armor Class

AC	Substance	AC	Substance
11	Cloth, paper, rope	19	Iron, steel
13	Crystal, glass, ice	21	Mithral
15	Wood	13	Adamantine
17	Stone		

Hit Points. An object is destroyed when it has 0 Hit Points. The Object Hit Points table suggests Hit Points for fragile and resilient objects that are Large or smaller. To track Hit Points for a Huge or Gargantuan object, divide it into Large or smaller sections, and track each section's Hit Points separately. The GM determines whether destroying part of an object causes the whole thing to collapse.

Object Armor Class

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (**1d4**)	5 (**2d4**)
Small (chest, lute)	3 (**1d6**)	10 (**3d6**)
Medium (barrel, chandelier)	4 (**1d8**)	18 (**4d8**)
Large (cart, dining table)	5 (**1d10**)	27 (**5d10**)

Damage Types and Objects. Objects have **Immunity** to Poison and Psychic damage. The GM might decide that some damage types are more or less effective against an object. For example, Bludgeoning damage works well for smashing things but not for cutting. Paper or cloth objects might have **Vulnerability** to Fire damage.

Damage Threshold. Big objects, such as castle walls, often have extra resilience represented by a Damage Threshold. See also "Damage Threshold".

No Ability Scores. An object lacks ability scores unless a rule assigns scores to the object. Without ability scores, an object can't make ability checks, and it fails all saving throws.

Bright Light

Bright Light is normal illumination and lets most creatures see normally

Burning [Hazard]

A burning creature or object takes **1d4** Fire damage at the start of each of its turns. As an action, you can extinguish fire on yourself by dropping **Prone** and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

Burrow Speed

A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can't burrow through solid rock unless the creature has a trait that allows it to do so. *See also "Speed".*

Carrying Capacity

Your size and Strength score determine the maximum weight in pounds that you can carry, as shown in the Carrying Capacity table. The table also shows the maximum weight you can drag, lift, or push.

While dragging, lifting, or pushing weight in excess of the maximum weight you can carry, your Speed can be no more than **5 feet**.

Carrying Capacity

Creature Size	Carry	Drag/Lift/Push
Tiny	Str. × 7.5 lb.	Str. × 15 lb.
Small / Medium	Str. × 15 lb.	Str. × 30 lb.
Large	Str. × 30 lb.	Str. × 60 lb.
Huge	Str. × 60 lb.	Str. × 120 lb.
Gargantuan	Str. × 120 lb.	Str. × 240 lb.

Charmed [Condition]

While you have the Charmed condition, you experience the following effects.

Can't Harm the Charmer. You can't attack the charmer or target the charmer with damaging abilities or magical effects.

Social Advantage. The charmer has **Advantage** on any ability check to interact with you socially.

2014

Rules Change: Charmed

If you are using the 2014 version of the rules, the Charmed condition stops you from targeting the charmer with all harmful abilities, rather than just damaging ones.

Climbing

While you're climbing, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Climb Speed and use it to climb.

At the GM's option, climbing a slippery surface or one with few handholds might require a successful **DC 15 Strength (Athletics)** check.

Climb Speed

A Climb Speed can be used in place of Speed to traverse a vertical surface without expending the extra movement normally associated with climbing. See also "Climbing" and "Speed".

Concentration

Some spells and other effects require Concentration to remain active, as specified in their descriptions. If the effect's creator loses Concentration, the effect ends. If the effect has a maximum duration, the effect's description specifies how long the creator can concentrate on it: up to 1 minute, 1 hour, or some other duration. The creator can end Concentration at any time (no action required). The following factors break Concentration.

Another Concentration Effect. You lose Concentration on an effect the moment you start casting a spell that requires Concentration or activate another effect that requires Concentration.

Damage. If you take damage, you must succeed on a **Constitution saving throw** to maintain Concentration. The **DC** equals **10** or half the damage taken (round down), whichever number is higher, up to a maximum DC of **30**.

Incapacitated or Dead. Your Concentration ends if you are Incapacitated or you die.

Condition

A condition is a temporary game state. The definition of a condition says how it affects its recipient, and various rules define how to end a condition. This glossary defines these conditions:

Blinded	Incapacitated	Prone
Charmed	Invisible	Restrained
Deafened	Linked	Stunned
Exhaustion	Paralyzed	Unconscious
Frightened	Petrified	Wet
Grappled	Poisoned	

A condition doesn't stack with itself; a recipient either has a condition or doesn't. The Exhaustion condition is an exception to that rule.

Cone [Area of Effect]

A Cone is an area of effect that extends in straight lines from a point of origin in a direction its creator chooses. A Cone's width at any point along its length is equal to that point's distance from the point of origin. For example,

a Cone is 15 feet wide at a point along its length that is 15 feet from the point of origin. The effect that creates a Cone specifies its maximum length.

A Cone's point of origin isn't included in the area of effect unless its creator decides otherwise.

Contests

When one creature's efforts are directly opposed to another's, a special form of ability check, called a contest, can be used to determine which of the two comes out victorious.

Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

Cover

Cover provides a degree of protection to a target behind it. There are three degrees of cover, each of which provides a different benefit to a target. If behind more than one degree of cover, a target benefits only from the most protective degree.

- Half Cover: +2 bonus to AC and Dexterity saving throws
- Three-Quarters Cover: +5 bonus to AC and Dexterity saving throws
- Total Cover: The target can't be targeted directly

Crawling

While you're crawling, each foot of movement costs **1 extra foot** (2 extra feet in Difficult Terrain). *See also "Speed".*

Critical Hit

Usually, if you roll a **20** on the d20 for an attack roll, you score a Critical Hit, and the attack hits regardless of any modifiers or the target's AC. A Critical Hit lets you roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers.

Critical Hit Threshold [LT]

Loot Tavern introduces a new concept to make it easier to score Critical Hits: Critical Hit Threshold. If you roll a number equal to or higher than your Critical Hit Threshold on the d20 for an attack roll, you score a Critical Hit.

Critical Hit Threshold. Your Critical Hit Threshold is 20, unless another feature says otherwise.

Reducing Your Critical Hit Threshold. Some effects can reduce the Critical Hit Threshold of an attack, such as the Advanced Weapon Masteries introduced in *Ryoko's Guide to the Yokai Realms*. For example, if you take the Executioner Advanced Technique from the Heavy tree, you can score a Critical Hit on a roll of 19–20 on the d20 when attacking a Prone creature.

Cube [Area of Effect]

A Cube is an area of effect that extends in straight lines from a point of origin located anywhere on a face of the Cube. The effect that creates a Cube specifies its size, which is the length of each side.

A Cube's point of origin isn't included in the area of effect unless its creator decides otherwise.

Curses

Some game effects curse a creature or an object. The effect that confers a curse defines what the curse does. Curses can be removed by the Remove Curse and Greater Restoration spells or other magic that explicitly ends curses.

Cylinder [Area of Effect]

A Cylinder is an area of effect that extends in straight lines from a point of origin located at the center of the circular top or bottom of the Cylinder. The effect that creates a Cylinder specifies the radius of the Cylinder's base and the Cylinder's height.

A Cylinder's point of origin is included in the area of effect.

D20 Test

D20 Tests encompass the three main d20 rolls of the game: ability checks, attack rolls, and saving throws. If something in the game affects D20 Tests, it affects all three of these rolls. The GM determines whether a D20 Test is warranted in a given circumstance. *See also "Ability Check", "Attack Roll", and "Saving Throw".*

Damage Threshold

A creature or an object that has a Damage Threshold has **Immunity** to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its Damage Threshold, in which case it takes that entire instance of damage. Any damage that fails to meet or exceed the Damage Threshold is superficial and doesn't reduce Hit Points.

For example, if an object has a Damage Threshold of **10**, the object takes no damage if 9 damage is dealt to it, since that damage fails to exceed the threshold. If the same object is dealt 11 damage, it takes all of that damage.

Darkness

An area of Darkness is Heavily Obscured.

Darkvision

If you have Darkvision, you can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colors in that Darkness only as shades of gray. *See also "Darkness", "Dim Light", and "Bright Light".*

Dash [Action]

When you take the Dash action, you gain extra movement for the current turn. The increase equals your Speed after applying any modifiers. With a Speed of 30 feet, for example, you can move up to 60 feet on your turn if you Dash. If your Speed of 30 feet is reduced to 15 feet, you can move up to 30 feet this turn if you Dash.

If you have a special speed, such as a Fly Speed or Swim Speed, you can use that speed instead of your Speed when you take this action. You choose which speed to use each time you take it. *See also "Speed".*

Dead

A dead creature has no Hit Points and can't regain them unless it is first revived by magic such as the Raise Dead or Revivify spell. When such a spell is cast, the spirit knows who is casting it and can refuse. The spirit of a dead creature has left the body and departed for the Outer Planes, and reviving the creature requires calling the spirit back.

If the creature returns to life, the revival effect determines the creature's current Hit Points. Unless otherwise stated, the creature returns to life with any conditions, magical contagions, or curses that were affecting it at death if the durations of those effects are still ongoing. If the creature died with any Exhaustion levels, it returns with 1 fewer level. If the creature had Attunement to one or more magic items, it is no longer attuned to them.

Tavern Suggestion: Alternate Revival Rules

If a dead creature returns to life, it gains 1 Exhaustion level, up to a maximum of 5. If the creature died with 6 Exhaustion levels, it returns with 1 fewer level instead.

Deafened [Condition]

While you have the Deafened condition, you experience the following effect.

Can't Hear. You can't hear and automatically fail any ability check that requires hearing.

Death Saving Throw

Whenever you start your turn with 0 Hit Points, you must make a Death Saving Throw to determine whether you creep closer to death or hang on to life. Unlike other saving throws, this one isn't tied to an ability score. You're in the hands of fate now.

Three Successes/Failures. Roll **1d20**. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become Stable. On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any Hit Points or become Stable.

Rolling a 1 or 20. When you roll a **1** on the d20 for a Death Saving Throw, you suffer two failures. If you roll a **20** on the d20, you regain 1 Hit Point.

Damage at 0 Hit Points. If you take any damage while you have 0 Hit Points, you suffer a Death Saving Throw failure. If the damage is from a Critical Hit, you suffer two failures instead. If the damage equals or exceeds your Hit Point maximum, you die.

Dehydration [Hazard]

A creature requires an amount of water per day based on its size, as shown in the Water Needs per Day table. A creature that drinks less than half the required water for a day gains **1 Exhaustion** level at the day's end. Exhaustion caused by dehydration can't be removed until the creature drinks the full amount of water required for a day. *See also "Exhaustion".*

Water Needs Per Day

Size	Water	Size	Water
Tiny	1/4 gallon	Large	4 gallons
Small	1 gallon	Huge	16 gallons
Medium	1 gallon	Gargantuan	64 gallons

Difficult Terrain

If a space is Difficult Terrain, every foot of movement in that space costs 1 extra foot. For example, moving 5 feet through Difficult Terrain costs 10 feet of movement. Difficult Terrain isn't cumulative; either a space is Difficult Terrain or it isn't. A space is Difficult Terrain if the space contains any of the following or something similar:

- A creature that isn't Tiny or your ally
- Furniture that is sized for creatures of your size or larger
- Heavy snow, ice, rubble, or undergrowth
- Liquid that's between shin- and waist-deep
- A narrow opening sized for a creature one size smaller than you
- A slope of 20 degrees or more

Dim Light

An area with Dim Light is Lightly Obscured.

Disadvantage

If you have Disadvantage on a D20 Test, roll two d20s and use the lower roll. A roll can't be affected by more than one Disadvantage, and Advantage and Disadvantage on the same roll cancel each other. *See also "D20 Tests".*

Disengage [Action]

If you take the Disengage action, your movement doesn't provoke Opportunity Attacks for the rest of the current turn.

Dodge [Action]

If you take the Dodge action, you gain the following benefits: until the start of your next turn, any attack roll made against you has **Disadvantage** if you can see the attacker, and you make Dexterity saving throws with **Advantage**.

You lose these benefits if you are Incapacitated or if your Speed is 0.

Emanation [Area of Effect]

An Emanation is an area of effect that extends in straight lines from a creature or an object in all directions. The effect that creates an Emanation specifies the distance it extends.

An Emanation moves with the creature or object that is its origin unless it is an instantaneous or a stationary effect.

An Emanation's origin (creature or object) isn't included in the area of effect unless its creator decides otherwise.

Enemy

A creature is your enemy if it fights against you in combat, actively works to harm you, or is designated as your enemy by the rules or GM.

2014

UPDATED TERM: ENEMY

This replaces the term "hostile creature" in the 2014 ruleset.

Enhanced Attunement [LT]

Some magic items have the potential to be connected to more deeply by a creature attuned to them. Usually, this requires the creature to fulfill a prerequisite, such as completing a specific task, or, more simply, accepting some downsides associated with the enhanced bond.

Once a creature attuned to the item has fulfilled the prerequisites and enhanced its attunement, it can use any properties labelled 'EA' in the item's description.

Exhaustion [Condition]

While you have the Exhaustion condition, you experience the following effects.

Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain **1 Exhaustion** level. You die if your Exhaustion level is **6**. *See also "Dead".*

D20 Tests Affected. When you make a D20 Test, the roll is reduced by **2 times** your Exhaustion level.

Speed Reduced. Your Speed is reduced by a number of feet equal to **5 times** your Exhaustion level.

Removing Exhaustion Levels. Finishing a Long Rest removes **1** of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.

2014

Rules Change: Exhaustion

If you are using the 2014 version of the rules, Exhaustion levels don't affect your D20 Tests or reduce your Speed. Instead, you suffer specific effects depending on your Exhaustion level, according to the Exhaustion effects table.

Level	Effect
1	You have Disadvantage on ability checks
2	Your Speed is halved
3	You have Disadvantage on attack rolls and saving throws
4	Your Hit Point maximum is halved
5	Your Speed is reduced to 0
6	You die

Expertise

Expertise is a feature that enhances your use of a skill proficiency. When you make an ability check with a skill proficiency in which you have Expertise, your Proficiency Bonus is doubled for that check unless the bonus is doubled by another feature.

If you gain Expertise, you gain it in one skill in which you have proficiency. You can't have Expertise in the same skill proficiency more than once.

Falling [Hazard]

A creature that falls takes **1d6** Bludgeoning damage at the end of the fall for every **10 feet** it fell, to a maximum of **20d6**. When the creature lands, it is knocked **Prone** unless it avoids taking any damage from the fall.

A creature that falls into water or another liquid can use its Reaction to make a **DC 15 Strength (Athletics)** or **Dexterity (Acrobatics)** check to hit the surface head or feet first. On a successful check, any damage resulting from the fall is halved.

Flying

A variety of effects allow a creature to fly. While flying, you fall if you are Incapacitated, knocked Prone or your Fly Speed is reduced to 0. You can stay aloft in those circumstances if you can hover. *See also "Falling" and "Fly Speed".*

Fly Speed

A Fly Speed can be used to travel through the air. While you have a Fly Speed, you can stay aloft until you land, fall, or die. *See also "Flying" and "Speed".*

Friendly [Attitude]

A Friendly creature views you favorably. You have Advantage on an ability check to influence a Friendly creature. *See also "Influence".*

Frightened [Condition]

While you have the Frightened condition, you experience the following effects.

Ability Checks and Attacks Affected. You have **Disadvantage** on ability checks and attack rolls while the source of fear is within line of sight.

Can't Approach. You can't willingly move closer to the source of fear.

Grappled [Condition]

While you have the Grappled condition, you experience the following effects.

Speed 0. Your Speed is **0** and can't increase.

Attacks Affected. You have **Disadvantage** on attack rolls against any target other than the grappler.

Movable. The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

2014

Rules Change: Grappled

If you are using the 2014 version of the rules, being Grappled doesn't impose Disadvantage on your attack rolls.

Grappling

A creature can grapple another creature. Characters typically grapple by using an Unarmed Strike. Many monsters have special attacks that allow them to quickly grapple prey. However a grapple is initiated, it follows these rules. *See also "Unarmed Strike" and "Grappled".*

Grappled Condition. Successfully grappling a creature gives it the Grappled condition.

One Grapple per Hand. A creature must have a hand free to grapple another creature. Some stat blocks and game effects allow a creature to grapple using a tentacle, a maw, or another body part. Whatever part a grappler uses, it can grapple only one creature at a time with that part, and the grappler can't use that part to target another creature unless it ends the grapple.

Ending a Grapple. A Grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on itself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between the Grappled target and the grappler exceeds the grapple's range. In addition, the grappler can release the target at any time (no action required).

2014

Rules Change: Grappling

If you are using the 2014 version of the rules, initiating and ending grapples functions differently. Rather than making an Unarmed Strike, a creature can replace one or more attacks made as part of the Attack action with an attempt to grapple.

The target of the grapple doesn't make a saving throw, but rather a contested Strength (Athletics) or Dexterity (Acrobatics) check against the grappler's Strength (Athletics) check. If it fails, it's Grappled. To escape a grapple, a creature must use its action to make the same contested check against the grappler, ending the Grappled condition on a success.

See also "Contests".

Hazard

A hazard is an environmental danger such as Burning, Dehydration, Falling, Malnutrition, and Suffocation. These hazards are defined elsewhere in this glossary:

Heavily Obscured

You are **Blinded** while trying to see something in a Heavily Obscured space. *See also "Blinded".*

Help [Action]

When you take the Help action, you do one of the following.

Assist an Ability Check. Choose one of your skill or tool proficiencies and one ally who is near enough for you to assist verbally or physically when they make an ability check. That ally has **Advantage** on the next ability check they make with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. The GM has final say on whether your assistance is possible.

Assist an Attack Roll. You momentarily distract an enemy within **5 feet** of you, giving **Advantage** to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

Heroic Inspiration

If you (a player character) have **Heroic Inspiration**, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

2014

Updated Term: Heroic Inspiration

This replaces the term "Inspiration" in the 2014 ruleset.

Hide [Action]

With the Hide action, you try to hide yourself. To do so, you must succeed on a **DC 15 Dexterity (Stealth)** check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you are **Invisible** while hidden. Make note of your check's total, which is the DC for a creature to find you with a **Wisdom (Perception)** check.

You stop being hidden immediately after any of the following occurs: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a Verbal component.

2014

Rules Change: Hide Action

This replaces the term "Inspiration" in the 2014 ruleset.

High Jump

When you make a High Jump, you leap into the air a number of feet equal to **3 plus your Strength modifier** (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing High Jump, you can jump only half that distance. Either way, each foot of the jump costs a foot of movement.

You can extend your arms half your height above yourself during the jump. Thus, you can reach a distance equal to the height of the jump plus 1½ times your height.

Hostile [Attitude]

A Hostile creature views you unfavorably. You have **Disadvantage** on an ability check to influence a Hostile creature. *See also "Influence."*

Hover

Some creatures can hover, as noted in their stat blocks, and some spells and other effects grant the ability to hover. Hovering while flying prevents you from falling in certain circumstances. *See also "Flying."*

Illusions

Spells and other effects sometimes create magical illusions. Such an effect defines what the illusion does and which senses or mental faculties it deceives.

If an illusion manifests in space, the illusion is insubstantial and weightless, yet it seems to be affected by the environment as if the illusion were real unless the effect that created it specifies otherwise. For example, a visual illusion of a creature casts shadows and reflections, and wind appears to affect the illusory creature. Similarly, an audible illusion echoes in an echoey space.

Improvised Weapons

An improvised weapon is an object wielded as a makeshift weapon, such as broken glass, a table leg, or a frying pan. A Simple or Martial weapon also counts as an improvised weapon if it's wielded in a way contrary to its design; if you use a Ranged weapon to make a melee attack or throw a Melee weapon that lacks the Thrown property, the weapon counts as an improvised weapon. An improvised weapon follows the rules below.

Proficiency. Don't add your Proficiency Bonus to attack rolls with an improvised weapon.

Damage. On a hit, the weapon deals **1d4** damage of a type the GM thinks is appropriate for the object.

Range. If you throw the weapon, it has a normal range of **20 feet** and a long range of **60 feet**.

Weapon Equivalents. If an improvised weapon resembles a Simple or Martial weapon, the GM may say it functions as that weapon and uses that weapon's rules. For example, the GM could treat a table leg as a Club.

Incapacitated [Condition]

While you have the Incapacitated condition, you experience the following effects.

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you're Incapacitated when you roll Initiative, you have **Disadvantage** on the roll.

2014

Rules Change: Incapacitated

If you are using the 2014 version of the rules, being Incapacitated doesn't stop you from speaking, and you aren't surprised when you roll Initiative while Incapacitated.

Indifferent [Attitude]

An Indifferent creature has no desire to help or hinder you. Indifferent is the default attitude of a monster. *See also "Influence."*

Influence [Action]

With the Influence action, you urge a monster to do something. Describe or roleplay how you're communicating with the monster. Are you trying to deceive, intimidate, amuse, or gently persuade? The GM then determines whether the monster feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below.

Willing. If your urging aligns with the monster's desires, no ability check is necessary; the monster fulfills your request in a way it prefers.

Unwilling. If your urging is repugnant to the monster or counter to its alignment, no ability check is necessary; it doesn't comply.

Hesitant. If you urge the monster to do something that it is hesitant to do, you must make an ability check, which is affected by the monster's attitude: Indifferent, Friendly, or Hostile, each of which is defined in this glossary. The Influence Checks table suggests which ability check to make based on how you're interacting with the

monster. The GM chooses the check, which has a default DC equal to 15 or the monster's Intelligence score, whichever is higher. On a successful check, the monster does as urged. On a failed check, you must wait **24 hours** (or a duration set by the GM) before urging it in the same way again.

See also "Features, Not Bugs" section, page 8.

Influence Checks

Skill	Interaction
Deception	Deceiving a monster that understands you
Intimidation	Intimidating a monster
Performance	Amusing a monster
Persuasion	Persuading a monster that understands you
Animal Handling	Gently coaxing a Beast or Monstrosity

Initiative

Initiative determines the order of turns during combat. Sometimes a GM might have combatants use their Initiative scores instead of rolling Initiative. Your Initiative score equals 10 plus your Dexterity modifier. If you have Advantage on Initiative rolls, increase your Initiative score by 5. If you have Disadvantage on those rolls, decrease that score by 5.

Invisible [Condition]

While you have the Invisible condition, you experience the following effects.

Surprise. If you're Invisible when you roll Initiative, you have **Advantage** on the roll.

Concealed. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.

Attacks Affected. Attack rolls against you have **Disadvantage**, and your attack rolls have **Advantage**. If a creature can somehow see you, you don't gain this benefit against that creature.

2014

Rules Change: Invisible

If you are using the 2014 version of the rules, you don't have Advantage on Initiative rolls while Invisible.

Knocking Out a Creature

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point. The creature then is knocked **Unconscious** and starts a Short Rest. The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

2014

Rules Change: Knocking Out a Creature

If you are using the 2014 version of the rules, knocking out a creature nonlethally reduces it to 0 Hit Points instead of 1, and the target is Stable.

Lightly Obscured

You have **Disadvantage** on Wisdom (Perception) checks to see something in a Lightly Obscured space.

Line [Area of Effect]

A Line is an area of effect that extends from a point of origin in a straight path along its length and covers an area defined by its width. The effect that creates a Line specifies its length and width.

A Line's point of origin isn't included in the area of effect unless its creator decides otherwise.

Daisy "Tea" Dunlop

Linked [Condition]

When a free-moving target (like a creature or ship) is attached to another free-moving target or a grounded object (one that is fixed to the ground, like a pier or a tree) by a piece of flexible material, both targets are **Linked**.

Condition Information. The information in parenthesis indicates the object by which the two targets are Linked, as well as that object's Armor Class, Hit Points, Damage Threshold, and any damage Resistances, Immunities, or Vulnerabilities it might have. For example, Linked (Steel Cable; AC 19, HP 12, DT 10; Immunity to all damage except Acid, Force, and Slashing damage).

While you have the Linked condition, you experience the following effects.

Movement Restriction. You can't move further away from the target to which you are Linked if that target weighs more than your drag capacity.

Approaching a Linked Target. You can move closer to a target to which you are Linked. Unless otherwise stated, the flexible material that links you is taken in as both of you get closer to each other.

Floating Objects. If you and the target to which you are Linked are both floating (such as ships on water or two underwater creatures), and the material is shortened (such as by a winch reeling in a cable), the lighter target is pulled towards the heavier one.

Dragging an Object. You can drag an object to which you are Linked if it weighs less than your drag capacity and the object isn't firmly connected to a surface.

Dragging a Creature. You can attempt to drag another creature to which you are Linked if it weighs less than your drag capacity when you move away from it. When you do so, make a contested **Strength (Athletics)** check against that other creature as part of your movement. A creature two or more sizes larger than the other automatically succeeds in this contest. On a success, you can drag the other creature until the end of the turn, expending **2 feet** of movement for every foot you move.

Ending the Linked Condition. Both targets cease being Linked if the object connecting them is reduced to 0 Hit Points.

Long Jump

When you make a Long Jump, you leap horizontally a number of feet up to your **Strength score** if you move at least 10 feet immediately before the jump. When you make a standing Long Jump, you can leap only half that distance. Either way, each foot you jump costs a foot of movement.

If you land in Difficult Terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check or fall **Prone**.

This Long Jump rule assumes that the height of the jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a **DC 10 Strength (Athletics)** check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit the obstacle.

Long Rest

A Long Rest is a period of extended downtime—at least 8 hours—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch. During sleep, you are **Unconscious**. After you finish a Long Rest, you must wait at least 16 hours before starting another one.

Benefits of the Rest. To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points and all spent Hit Point Dice. If your Hit Point maximum was reduced, it returns to normal.

Ability Scores Restored. If any of your ability scores were reduced, they return to normal.

Exhaustion Reduced. If you have the Exhaustion condition, its level decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage
- 1 hour of walking or other physical exertion

If you rested at least **1 hour** before the interruption, you gain the benefits of a Short Rest. *See also "Short Rest."*

You can resume a Long Rest immediately after an interruption. If you do so, the rest requires **1** additional hour per interruption to finish.

2014

Rules Change: Long Rest

If you are using the 2014 version of the rules, you only regain half your maximum number of Hit Point Dice when you finish a Long Rest, and your ability scores are not returned to normal.

Additionally, having your rest interrupted does not give you the benefits of a Short Rest, even if you rested at least 1 hour before the interruption, and you can't resume a Long Rest after being interrupted.

Magic [Action]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. *See also "Concentration".*

2014

New Term: Magic Action

If you are using the 2014 version of the rules, the Magic action doesn't exist. If any effect requires you to take a Magic action, you can take an action instead.

Malnutrition [Hazard]

A creature needs an amount of food per day based on its size, as shown in the Food Needs per Day table. A creature that eats but consumes less than half the required food for a day must succeed on a **DC 10 Constitution saving throw** or gain **1 Exhaustion** level at the day's end. A creature that eats nothing for 5 days automatically gains **1 Exhaustion** level at the end of the fifth day as well as an additional level at the end of each subsequent day without food.

Exhaustion caused by malnutrition can't be removed until the creature eats the full amount of food required for a day. *See also "Exhaustion".*

Food Needs Per Day

Size	Food	Size	Food
Tiny	¼ pound	Large	4 pounds
Small	1 pound	Huge	16 pounds
Medium	1 pound	Gargantuan	64 pounds

Narrow Cone [Area of Effect]

A Narrow Cone is an area of effect that extends in straight lines from a point of origin in a direction its creator chooses. A Narrow Cone's width begins at 5 feet wide and, for every 30 feet along its length, it gets 5 feet wider. For example, a 90-foot Narrow Cone is 5 feet wide for the first 30 feet of length, 10 feet wide from 35 feet to 60 feet, and 15 feet wide from 60 feet to 90 feet from the point of origin. The effect that creates a Narrow Cone specifies its maximum length.

A Narrow Cone's point of origin isn't included in the area of effect unless its creator decides otherwise.

Opportunity Attacks

You can make an Opportunity Attack when a creature that you can see leaves your reach using its action, its Bonus Action, its Reaction, or one of its speeds. To make the Opportunity Attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against the provoking creature. The attack occurs right before the creature leaves your reach.

2014

Rules Change: Opportunity Attacks

If you are using the 2014 version of the rules, you can only make an Opportunity Attack when an enemy that you can see leaves your reach.

Optional Attunement

Some magic items contain a combination of properties that don't require attunement to use and properties that do. Once a creature attunes to the item, it can use any properties labelled 'OA' in the item's description. Any properties missing the 'OA' label can be used even if a creature is not attuned to the item.

Paralyzed [Condition]

While you have the Paralyzed condition, you experience the following effects.

Incapacitated. You are **Incapacitated**.

Speed 0. Your Speed is **0** and can't increase.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have **Advantage**.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within **5 feet** of you.

Passive Perception

Passive Perception is a score that reflects a creature's general awareness of its surroundings. The GM uses this score when determining whether a creature notices something without consciously making a Wisdom (Perception) check.

A creature's Passive Perception equals **10 plus the creature's Wisdom (Perception)** check bonus. If the creature has Advantage on such checks, increase the score by **5**. If the creature has Disadvantage on them, decrease the score by **5**. For example, a level 1 character with a Wisdom of 15 and proficiency in Perception has a Passive Perception of 14 (10 + 2 + 2). If that character has Advantage on Wisdom (Perception) checks, the score becomes 19.

Petrified [Condition]

While you have the Petrified condition, you experience the following effects.

Turned to Inanimate Substance. You are transformed, along with any nonmagical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging.

Incapacitated. You are Incapacitated.

Speed 0. Your Speed is **0** and can't increase.

Attacks Affected. Attack rolls against you have **Advantage**.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Resist Damage. You have **Resistance** to all damage.

Poison Immunity. You have **Immunity** to the Poisoned condition.

Poisoned [Condition]

While you have the Poisoned condition, you experience the following effect.

Ability Checks and Attacks Affected. You have **Disadvantage** on attack rolls and ability checks.

Prone [Condition]

While you have the Prone condition, you experience the following effects.

Restricted Movement. Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can't right yourself.

Attacks Affected. You have **Disadvantage** on attack rolls. An attack roll against you has **Advantage** if the attacker is within **5 feet** of you. Otherwise, that attack roll has **Disadvantage**.

Reaction

A Reaction is a special action taken in response to a trigger defined in the Reaction's description. You can take a Reaction on another creature's turn, and if you take it on your turn, you can do so even if you also take an action, a Bonus Action, or both. Once you take a Reaction, you can't take another one until the start of your next turn. The Opportunity Attack is a Reaction available to all creatures. *See also "Opportunity Attacks".*

Ready [Action]

You take the Ready action to wait for a particular circumstance before you act. To do so, you take this action on your turn, which lets you act by taking a Reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your Reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your Speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the zombie steps next to me, I move away".

When the trigger occurs, you can either take your Reaction right after the trigger finishes or ignore the trigger.

When you Ready a spell, you cast it as normal (expending any resources used to cast it) but hold its energy, which you release with your Reaction when the trigger occurs. To be readied, a spell must have a casting time of an action, and holding on to the spell's magic requires Concentration, which you can maintain up to the start of your next turn. If your Concentration is broken, the spell dissipates without taking effect.

Restrained [Condition]

While you have the Restrained condition, you experience the following effects.

Speed 0. Your Speed is **0** and can't increase.

Attacks Affected. Attack rolls against you have **Advantage**, and your attack rolls have **Disadvantage**.

Saving Throws Affected. You have **Disadvantage** on Dexterity saving throws.

Ritual

If you have a spell prepared that has the Ritual tag, you can cast that spell as a Ritual. The Ritual version of a spell takes **10 minutes** longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

Round Down

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

Saving Throw

A saving throw—also called a save—represents an attempt to avoid or resist a threat. You normally make a saving throw only when a rule requires you to do so, but you can decide to fail the save without rolling. The result of a save is detailed in the effect that allowed it. If a target is forced to make a save and lacks the ability score used by it, the target automatically fails. *See also "D20 Tests".*

If you don't want to resist the effect, you can choose to fail the save without rolling.

2014

Rules Change: Saving Throws

If you are using the 2014 version of the 5e rules, you can't choose to fail a saving throw without rolling unless the effect says so.

Search Action

When you take the Search action, you make a **Wisdom** check to discern something that isn't obvious. The Search table suggests which skills are applicable when you take this action, depending on what you're trying to detect.

Search

Skill	Thing to Detect
Insight	Creature's state of mind
Medicine	Creature's ailment or cause of death
Perception	Concealed creature or object
Survival	Tracks or food

Short Rest

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than reading, talking, eating, or standing watch. To start a Short Rest, you must have at least 1 Hit Point.

Benefits of the Rest. When you finish the rest, you gain the following benefits:

Spend Hit Point Dice. You can spend one or more of your Hit Point Dice to regain Hit Points. For each Hit Point Die you spend in this way, roll the die and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Point Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage

An interrupted Short Rest confers no benefits.

Simultaneous Effects

If two or more things happen at the same time on a turn, the person at the game table—player or GM— whose turn it is decides the order in which those things happen. For example, if two effects occur at the start of a player character's turn, the player decides which of the effects happens first.

Speed

A creature has a Speed, which is the distance in feet the creature can cover when it moves on its turn. See also "Climbing," "Crawling," "Flying," "Jumping," and "Swimming".

Special Speeds. Some creatures have special speeds, such as a Burrow Speed, Climb Speed, Fly Speed, or Swim Speed, each of which is defined in this glossary. If you have more than one speed, choose which one to use when you move; you can switch between the speeds during your move. Whenever you switch, subtract the distance already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move. For example, if you have a Speed of 30 and a Fly Speed of 40, you could fly 10 feet, walk 10 feet, and leap into the air to fly 20 feet more.

Changes to Your Speeds. If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

Tavern Suggestion: Alternate Speed Switching Rules

The current Speed switching rules create a few inconsistent situations. For example, they prevent a creature with a normal Speed of 30 feet and a Swim Speed of 60 feet from swimming 30 feet then walking 30 feet, but not from walking 30 feet then swimming 30 feet.

To prevent this, consider the following change. You can switch freely between different speeds during your movement, expending each one independently, but your total movement can't exceed the highest Speed you have. For example, if you have a Speed of 30 feet and a Swim Speed of 60 feet, you can swim 45 feet using your Swim Speed and then walk 15 feet using your normal Speed, but must then stop because your total movement can't exceed 60 feet.

Spell Attack

A spell attack is an attack roll made as part of a spell or another magical effect.

Spellcasting Focus

A Spellcasting Focus is an object that certain creatures can use in place of a spell's Material components if those materials aren't consumed by the spell and don't have a cost specified. Some classes allow its members to use certain types of Spellcasting Focuses.

Sphere [Area of Effect]

A Sphere is an area of effect that extends in straight lines from a point of origin outward in all directions. The effect that creates a Sphere specifies the distance it extends as the radius of the Sphere.

A Sphere's point of origin is included in the Sphere's area of effect.

Study Action

When you take the Study action, you make an **Intelligence** check to study your memory, a book, a clue, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which skills are applicable to various areas of knowledge.

Areas of Knowledge

Skill	Thing to Detect
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
History	Historic events and people, ancient civilisations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

Stunned [Condition]

While you have the Stunned condition, you experience the following effects.

Incapacitated. You are **Incapacitated**.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have **Advantage**.

2014

Rules Change: Stunned

If you are using the 2014 version of the 5e rules, you can't move or speak while Stunned.

Suffocation [Hazard]

A creature can hold its breath for a number of minutes equal to **1 plus its Constitution modifier** (minimum of 30 seconds) before suffocation begins. When a creature runs out of breath or is choking, it gains **1 Exhaustion** level at the end of each of its turns. When a creature can breathe again, it removes all levels of Exhaustion it gained from suffocating.

2014

Rules Change: Suffocation

If you are using the 2014 version of the 5e rules, you can survive for a number of rounds equal to your Constitution modifier (minimum of 1 round) when you run out of air or begin choking. At the start of your next round after that, you are reduced to 0 Hit Points, can't regain Hit Points, and can't be Stable until you can breathe again.

Surprise

If a creature is caught unawares by the start of combat, that creature is surprised, which causes it to have **Disadvantage** on its Initiative roll.

2014

Rules Change: Surprise

If you are using the 2014 version of the 5e rules, you don't have Disadvantage on your Initiative roll if you're surprised.

Instead, if you're surprised, you can't move or take actions on your first turn in combat, and you can't take a Reaction until the end of your first turn.

Swimming

While you're swimming, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Swim Speed and use it to swim. At the GM's option, moving any distance in rough water might require a successful **DC 15 Strength (Athletics)** check.

Swim Speed

A Swim Speed can be used to swim without expending the extra movement normally associated with swimming. *See also "Swimming" and "Speed".*

Target

A target is the creature or object targeted by an attack roll, forced to make a saving throw by an effect, or selected to receive the effects of a spell or another phenomenon.

Telepathy

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. Unless a rule states otherwise, the contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact can't be initiated and is immediately broken if either the telepath or the other creature has the Incapacitated condition. Telepathic contact is also broken if the contacted creature is no longer within the telepathy's range or if the telepath contacts a different creature within range.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the non-telepath can communicate mentally to the telepath until the telepathic connection ends.

Teleportation

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you're wearing and carrying teleports with you. If you're touching another creature when you teleport, that creature doesn't teleport with you unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

Temporary Hit Points

Some spells and other effects confer Temporary Hit Points, which are a buffer against losing actual Hit Points.

Lose Temporary Hit Points First. If you have Temporary Hit Points and take damage, those points are lost first, and any leftover damage carries over to your Hit Points. For example, if you have 5 Temporary Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points.

Duration. Temporary Hit Points last until they're depleted or you finish a Long Rest.

They Don't Stack. Temporary Hit Points can't be added together. If you have Temporary Hit Points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 Temporary Hit Points when you already have 10, you can have 12 or 10, not 22.

They're Not Hit Points or Healing. Temporary Hit Points can't be added to your Hit Points, healing can't restore them, and receiving Temporary Hit Points doesn't count as healing. Because Temporary Hit Points aren't Hit Points, a creature can be at full Hit Points and receive Temporary Hit Points.

If you have 0 Hit Points, receiving Temporary Hit Points doesn't restore you to consciousness. Only true healing can save you.

Tremorsense

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

Truesight

If you have Truesight, your vision is enhanced within a specified range. Within that range, your vision pierces through the following:

Darkness. You can see in normal and magical Darkness.

Invisibility. You see creatures and objects that have the Invisible condition.

Visual Illusions. Visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

Transformations. You discern the true form of any creature or object you see that has been transformed by magic.

Ethereal Plane. You see into the Ethereal Plane.

Unarmed Strike

Instead of using a weapon to make a melee attack, you can use a punch, kick, headbutt, or similar forceful blow. In game terms, this is an Unarmed Strike—a melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect.

Damage. You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to **1** plus your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The **DC** for the saving throw and any escape attempts equals **8 plus your Strength modifier and Proficiency Bonus**. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it. *See also "Grappling".*

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it **5 feet** away or cause it to have the Prone condition. The **DC** for the saving throw equals **8 plus your Strength modifier and Proficiency Bonus**. This shove is possible only if the target is no more than one size larger than you.

2014

Rules Change: Grappling and Shoving

If you are using the 2014 version of the 5e rules, when you take the Attack action, you can replace one or more attacks with an attempt to grapple or shove a creature, rather than it being an Unarmed Strike option.

Additionally, instead of a Strength or Dexterity saving throw, the target must make a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. If you win the contest, they suffer the effects of grappling or shoving as normal. *See also "Contests" and "Grappling".*

Unconscious [Condition]

While you have the Unconscious condition, you experience the following effects.

Inert. You are **Incapacitated** and **Prone**, and you drop whatever you're holding. When this condition ends, you remain Prone.

Speed 0. Your Speed is **0** and can't increase.

Attacks Affected. Attack rolls against you have **Advantage**.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within **5 feet** of you.

Unaware. You're unaware of your surroundings.

Utilize [Action]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

Weapon Attack

A weapon attack is an attack roll made with a weapon.

Wet [Condition] [LT]

While you have the Wet condition, you experience the following effects.

Cold and Lightning Susceptibility. You have **Disadvantage** on saving throws against spells and other effects that deal Cold or Lightning damage, and **Disadvantage** on saving throws against extreme cold.

Fire Protection. You have **Advantage** on saving throws against spells and other effects that deal Fire damage.

Ending the Wet Condition. When you take **5+** Fire damage in a single turn or spend **10 minutes** around a source of heat, this condition ends.

Safety

Care should always be taken to ensure all players have an enjoyable experience while feeling fundamentally supported. Meeting interesting characters and encountering real-world issues can be fascinating and fun, but when the content of the game crosses a player's boundary, it stops being fun. The following information can help you keep your table safe and fun for everyone involved.

Triggers. As a group, agree on a way to handle unexpected issues as they arise, and let your players know that you are there to support them and that they can talk to you about it. Sometimes a campaign just isn't a good fit for a player. A person may decide there are too many themes they are uncomfortable with and choose not to play this game, a decision that should be respected.

Safety Tool

A tabletop roleplaying game should be a fun and welcoming experience for everyone. Clearly communicating the themes to your players at the beginning of the campaign is not a spoiler; rather, it ensures that everyone goes into this campaign with a clear understanding of the story you're about to tell together. It is important to establish and respect a clear line between what your players are comfortable with and what their characters are comfortable with. For example, if a player has traumatophobia, you could describe skeletal blade fighters as shapeshifters that summon magical weapons rather than manipulating exposed bone. Be mindful of not attacking the player behind the character, especially with hostile NPCs.

Safety Tools. Safety tools help to establish clear boundaries for how you and your group want to engage with the horror themes in this book. Which particular safety tools you and your group use are up to you, but these should be discussed and agreed on in your session zero and revisited throughout the campaign.

The TTRPG Safety Toolkit. The TTRPG (Table Top Role Playing Game) Safety Toolkit is a free resource co-curated by Kienna Shaw and Lauren Bryant-Monk. It is a compilation of safety tools designed by members of the tabletop roleplaying games community for use by players and GMs at the table. You can find it online at:

Click me!

heliana.lt/safety

Familiarise yourself and your players with the TTRPG Safety Toolkit's options, and decide which tools would most benefit you as a group. To help players who may be uncomfortable, the toolkit provides "The Digital RPG Consent Checklist" in its Tools and Resources section. Players can anonymously fill out a form detailing their needs. Setting aside time throughout the campaign to check in with each other is a great way to ensure everyone is having fun and feeling supported.

Session Zero

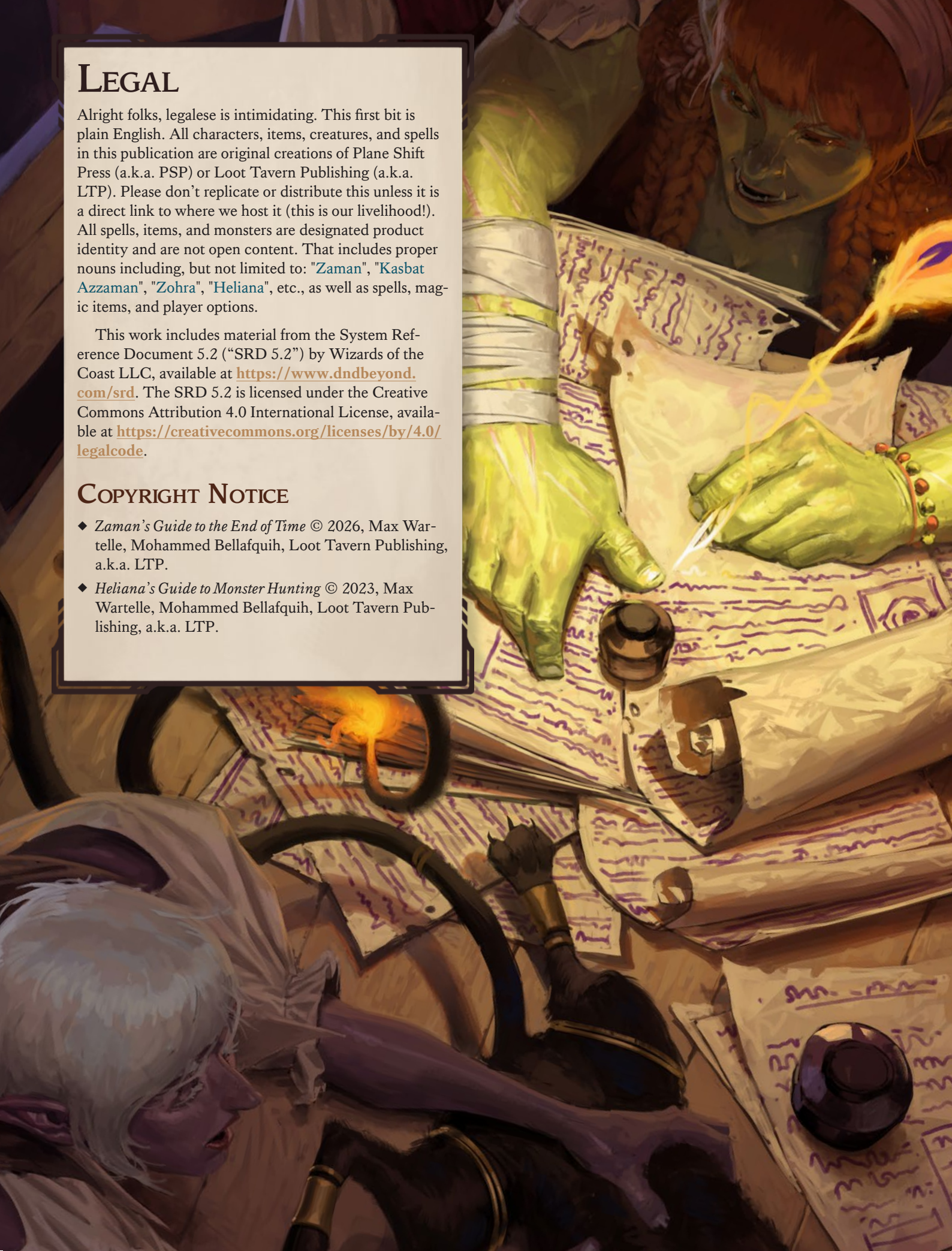
Think of session zero as the preparation session before the first session of your game. It can be a time to build characters together, establish relationships, and set expectations. Consider questions like these during your session zero:

- What tone would you and your players like the game to have?
- What is everyone excited about?
- How do you want to handle the possibility of character deaths?
- What will the group do if one or more players can't attend a session?
- Which safety tools will you use?
- Which character creation options are allowed or not allowed.
- The major themes of *Zaman's Guide*.

Themes and Subjects

There is a possibility that not all players will enjoy some of the themes and subject matter in the campaign. In this case, adjust the theme or subject matter according to your players' needs. *Zaman's Guide* (at least in the Beta releases) contains the following themes and subject matter, though this list is not exhaustive.

- Death (referenced throughout)
- Dissection (Harvesting; Crafting)
- Insects (Entomorphs)
- Physical Disability (Prostheses; referenced throughout)



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